

“Hitcapades”

1008-055

Network Pitch

Date 11/30/10

☒ Board Team Final 11/12/10

☒ Creators Pass

☒ Network Approval 11/30/10

☐ Recording/Standards Board

☐ Revisionist Pass

☐ Animatic Scan Board

☐ Pre-Animatic Slug Board

☐ Conformed to Animatic Board

☐ Final

Adventure Time Created by
Pendleton Ward

Creative Director
Cole Sanchez

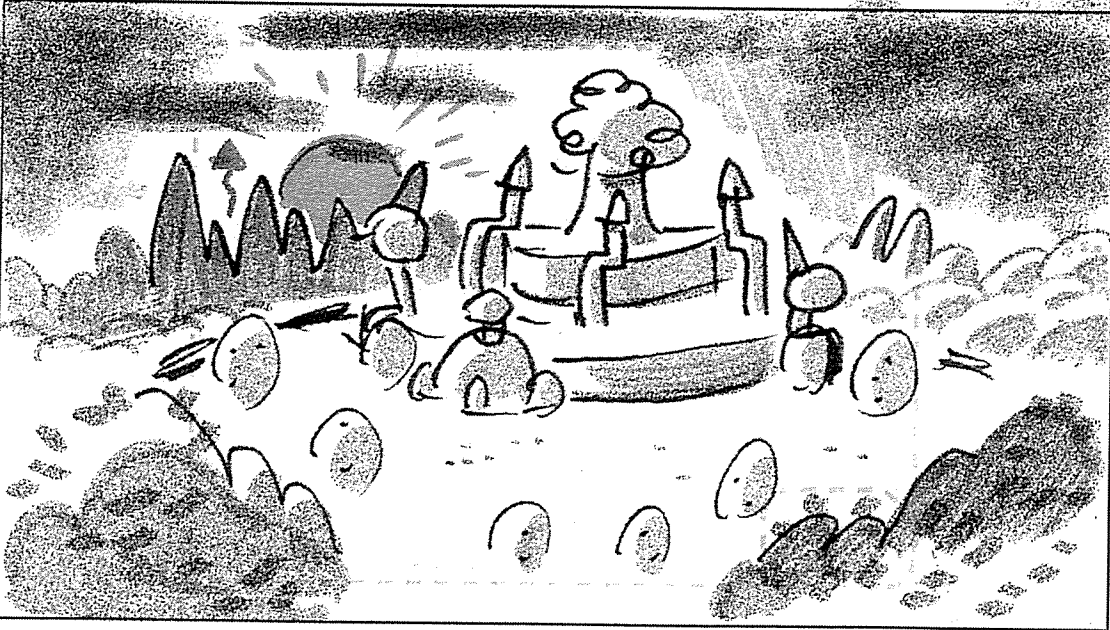
Storyboard by
Jesse Moynihan & Bert Youn

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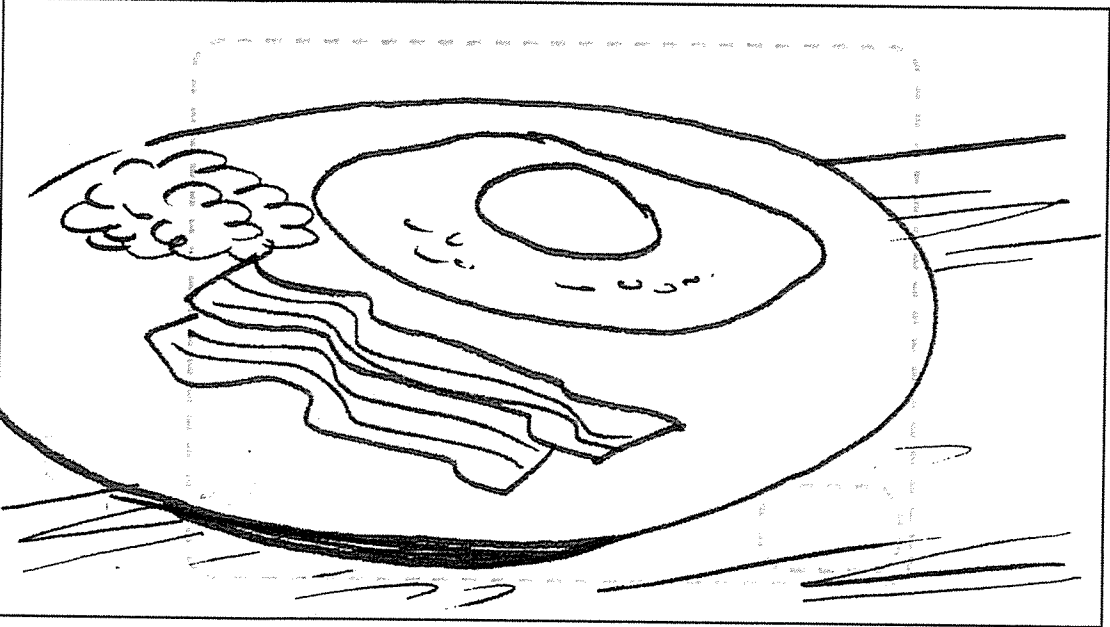
ADVENTURE TIME



Sc. 1 Pnl. A Bg. day night



Sc. 2 Pnl. A Bg. day night



Dialog:	(sun rising)
Action:	
Timing:	

EPISODE # 100855
Production :

ADVENTURE TIME



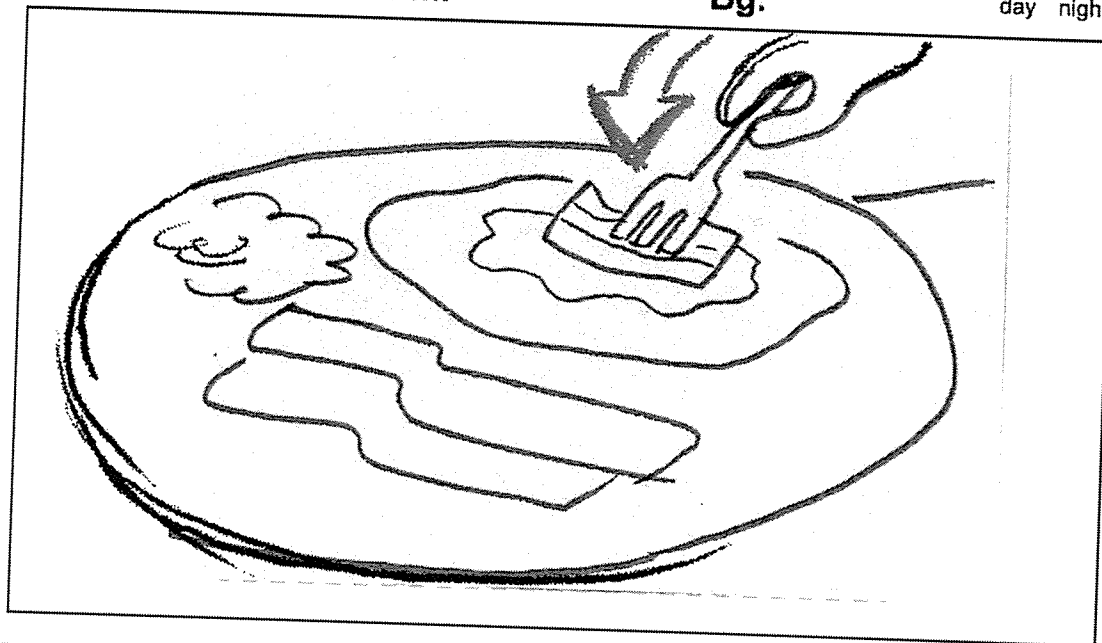
Page **2**

Sc.

Pnl.

Bg.

day night

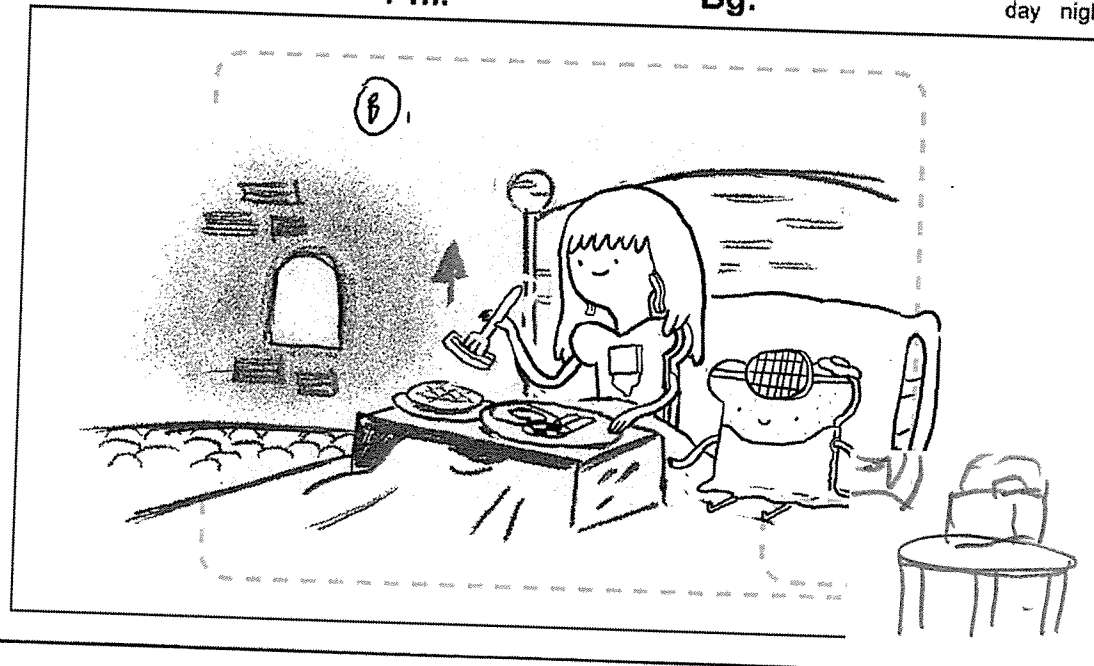


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

* FORK
ENTERS.

Timing:



Breakfast Princess Raises
her arm up.

Production :

100855

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ADVENTURE TIME



Sc.

Pnl.

Bg.

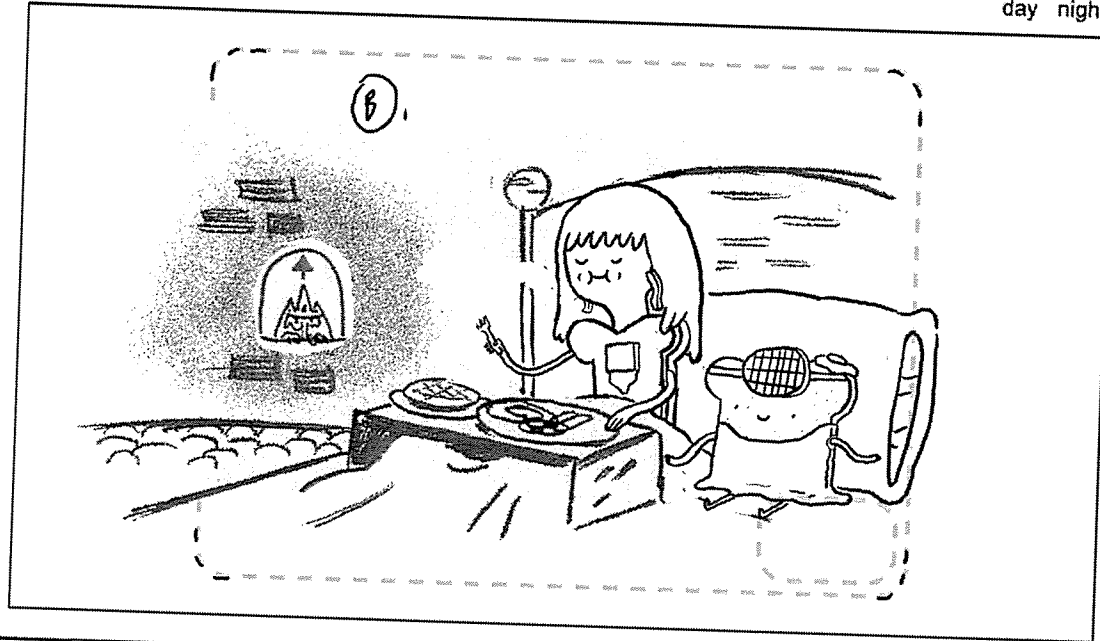
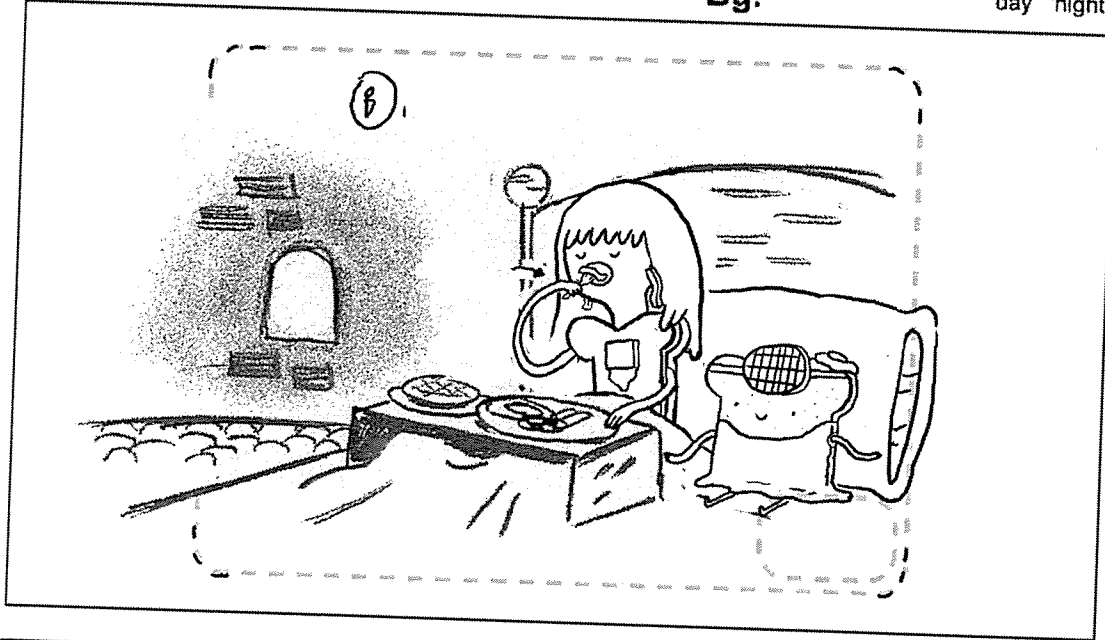
day night

Sc.

Page

3

day night



Dialog:

BP: Ahhh ...

BP: mmm ...

(IK slowly rises in BG)

Action:

Timing:

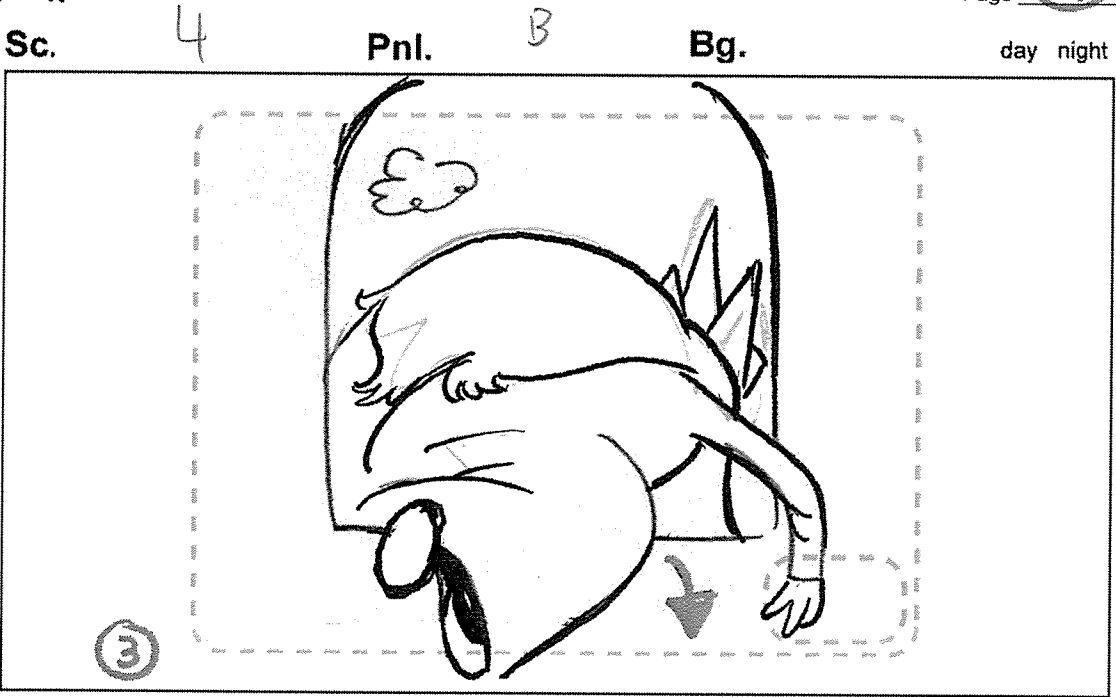
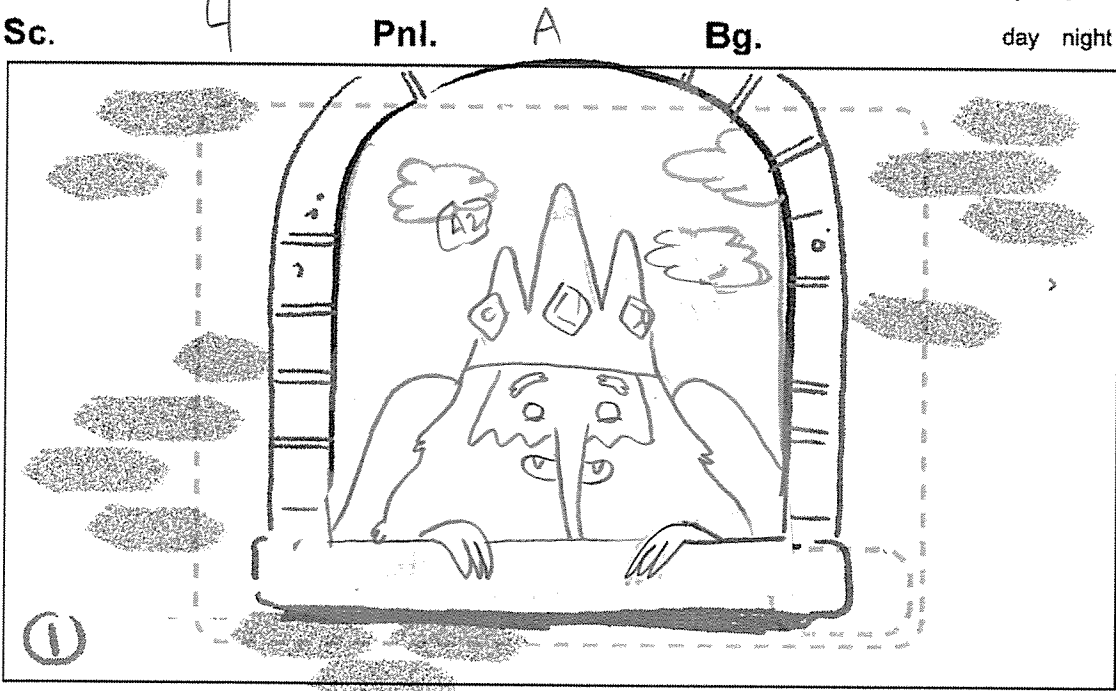
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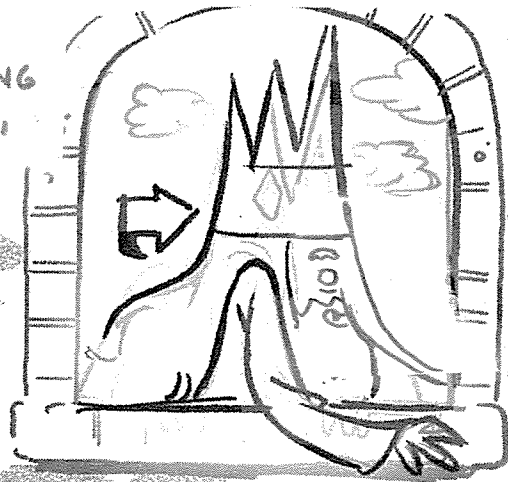
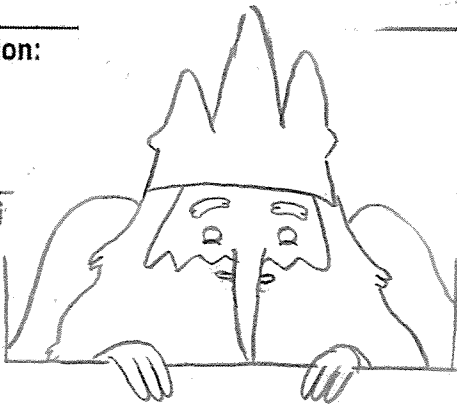
ADVENTURE TIME



Dialog: IK: (TO HIMSELF)
Heheh... GOOD MORNING
BREAKFAST PRINCESSES!!!

Action:

Time



ICE KING ENTERS
WINDOW —

ADVENTURE TIME



No Pg 6

Page 5

Sc.

Pnl.

Bg.

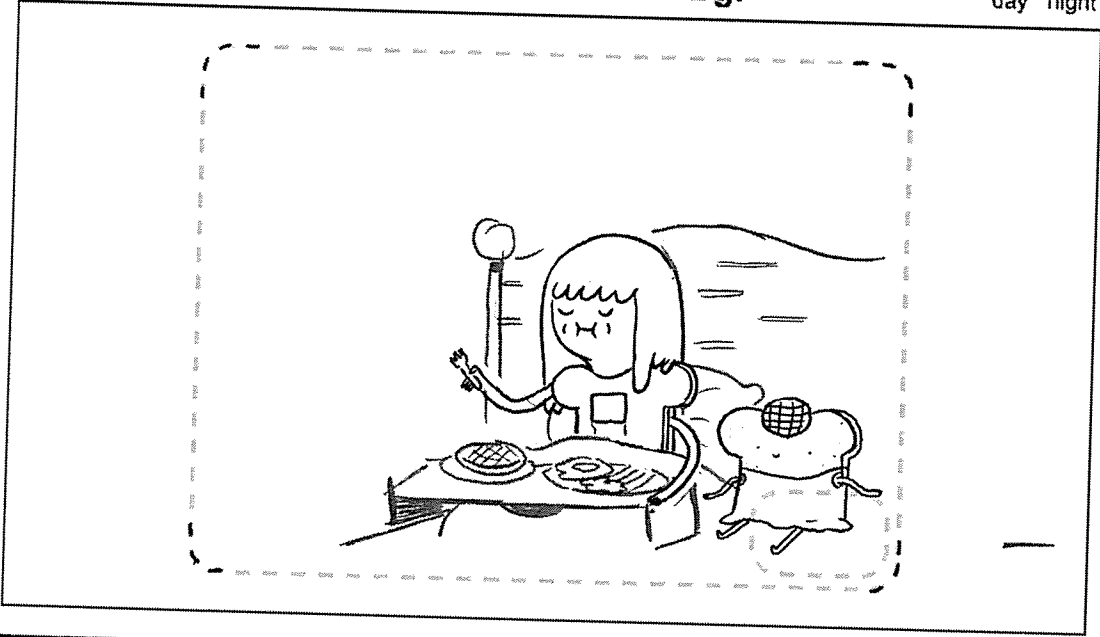
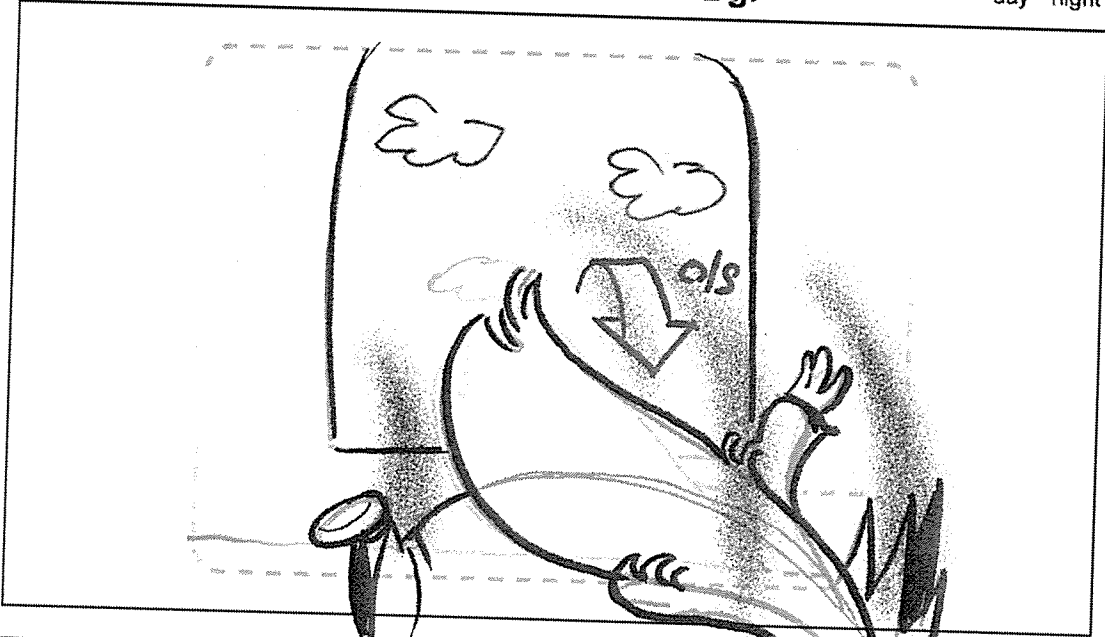
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: IK POPS INTO WINDOW & O.S.—

Timing:

PB : mmm ...

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ADVENTURE TIME

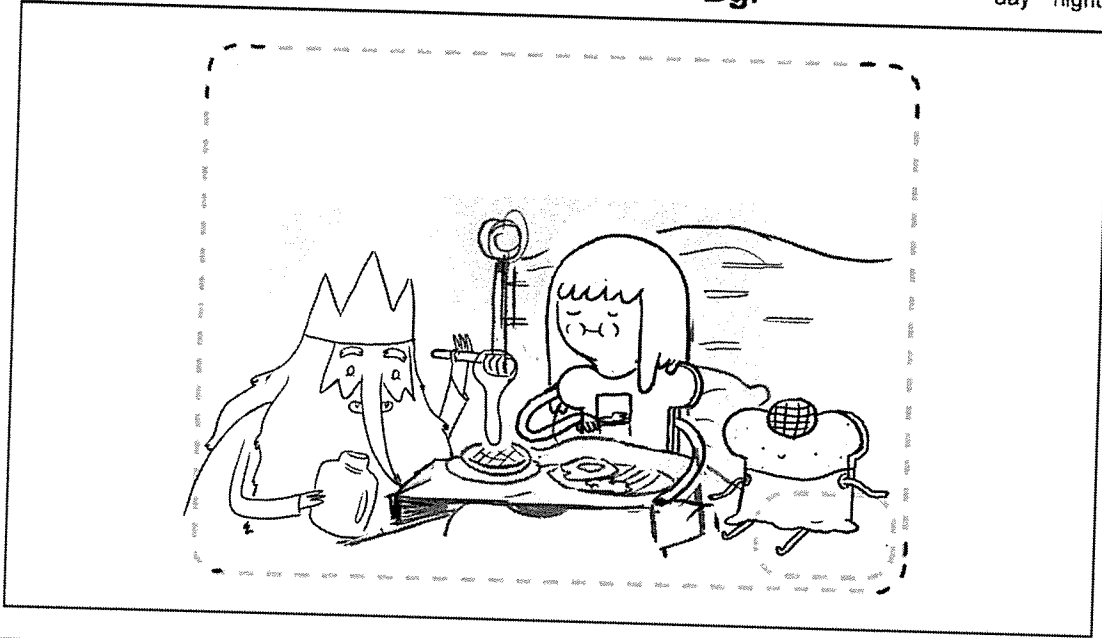


Sc.

Pnl.

Bg.

day night

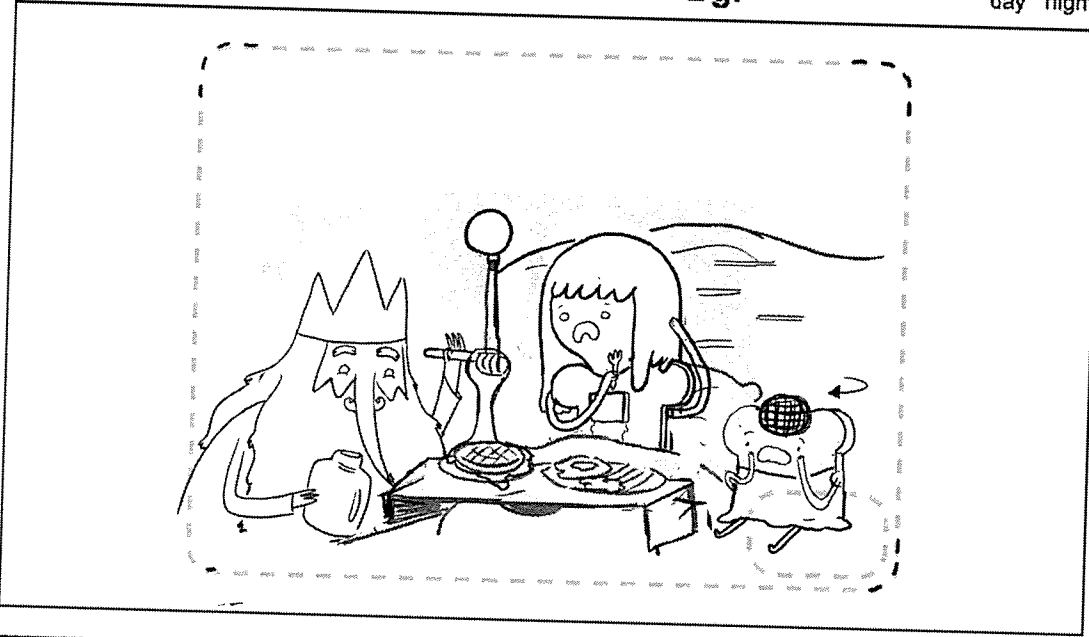


Sc.

Pnl.

Bg.

Page 7
day night



Dialog:	
IK: ohhh~	BP: : Huh?
Action:	
(dribbles honey on BP's waff(e))	
Timing:	

Production :

EPISODE #

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ADVENTURE TIME



Page 8

Sc.

Pnl.

Bg.

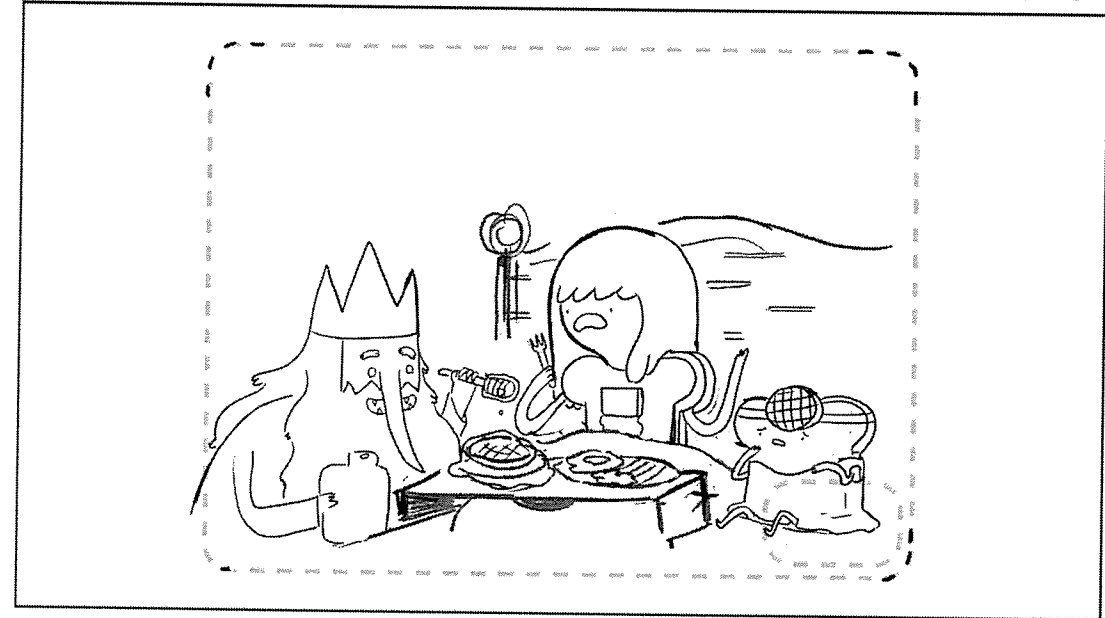
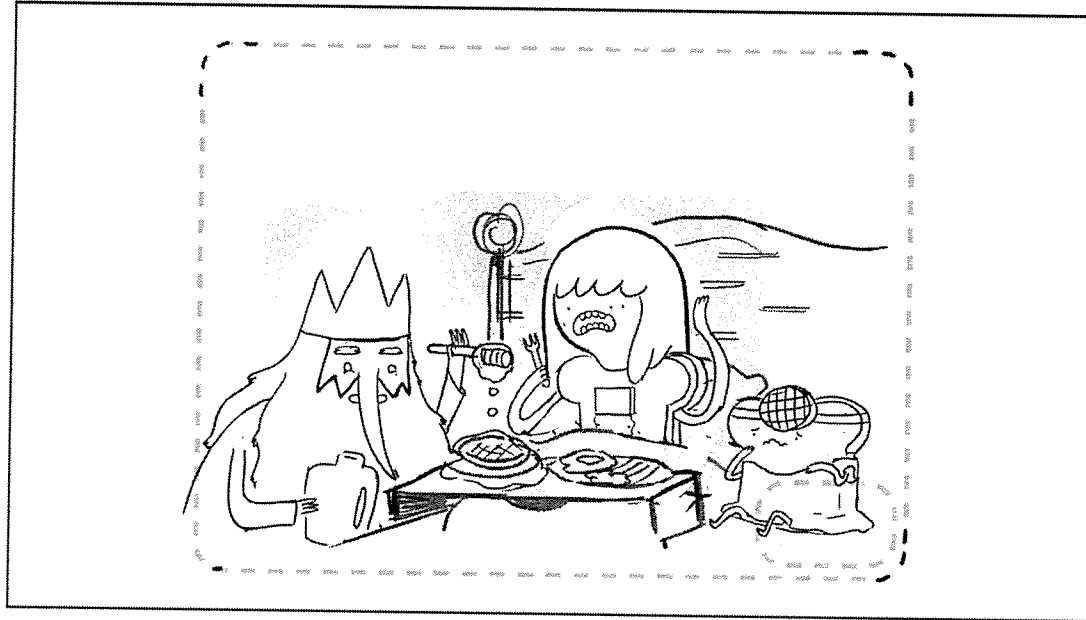
day night

Sc.

Pnl.

Bg.

day night



Dialog:

BP: ICE KING! YOU'RE RUINING MY WAFFLE!

Action:

Timing:

IK: NOT TRUE BREAKFAST PRINCESS, I'M TRYING TO IMPROVE ~~ADULT~~ THE FLAVOR OF YOUR WAFFLE WITH A LITTLE HONEY.

HONEY BEADS DOWN OFF OF WAND.

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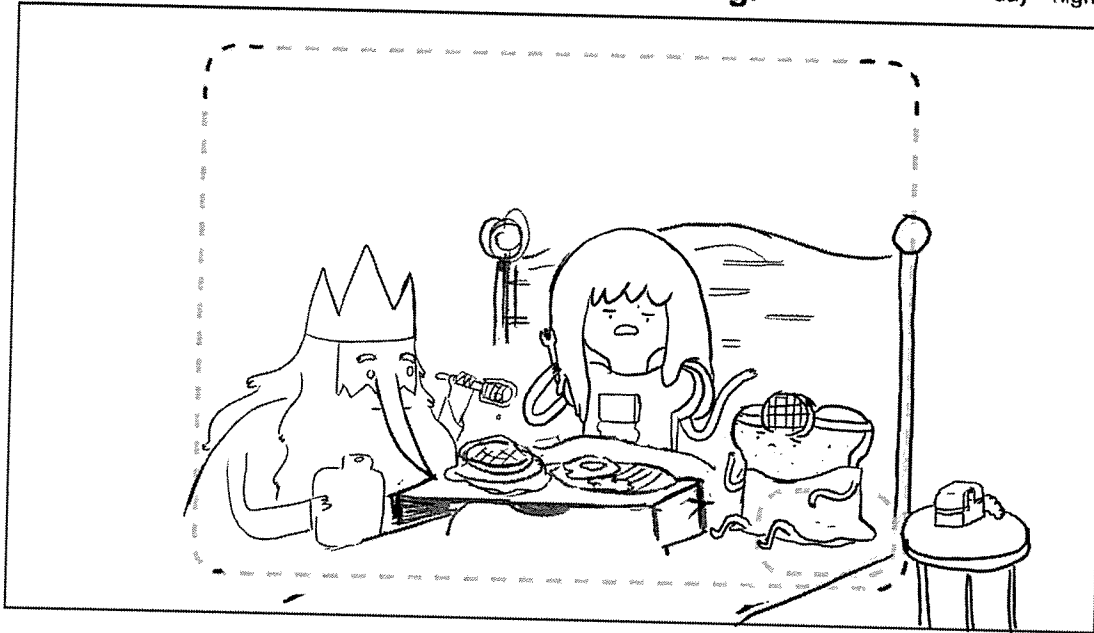


Sc.

Pnl.

Bg.

day night

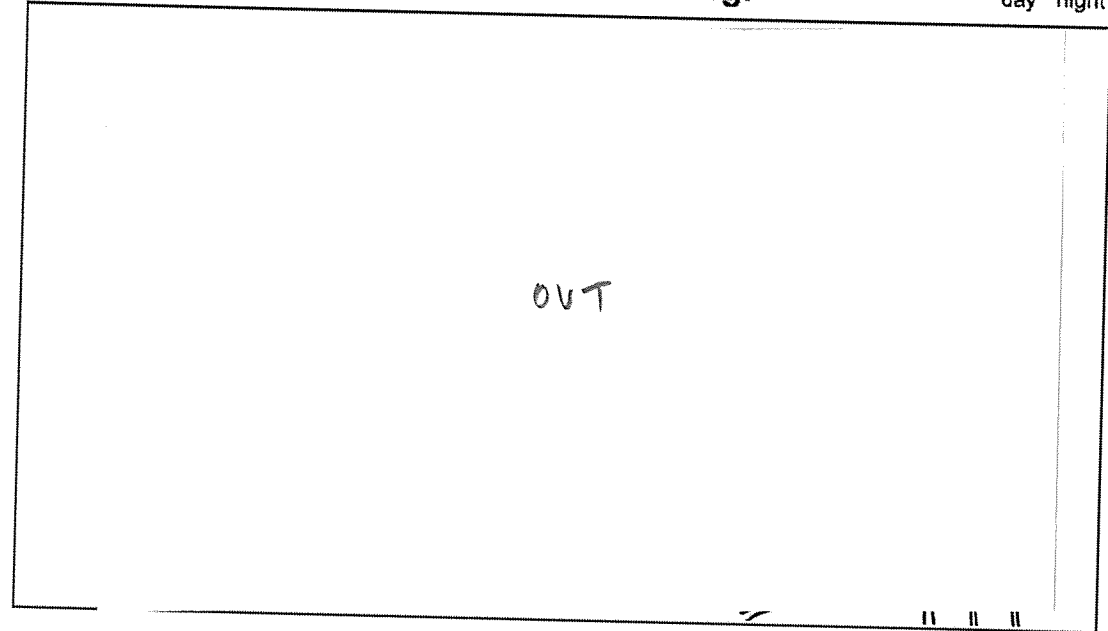


Sc.

Pnl.

Bg.

day night



Dialog:

BP: SIS, GIVE ME THE PHONE.

Action:

Timing:

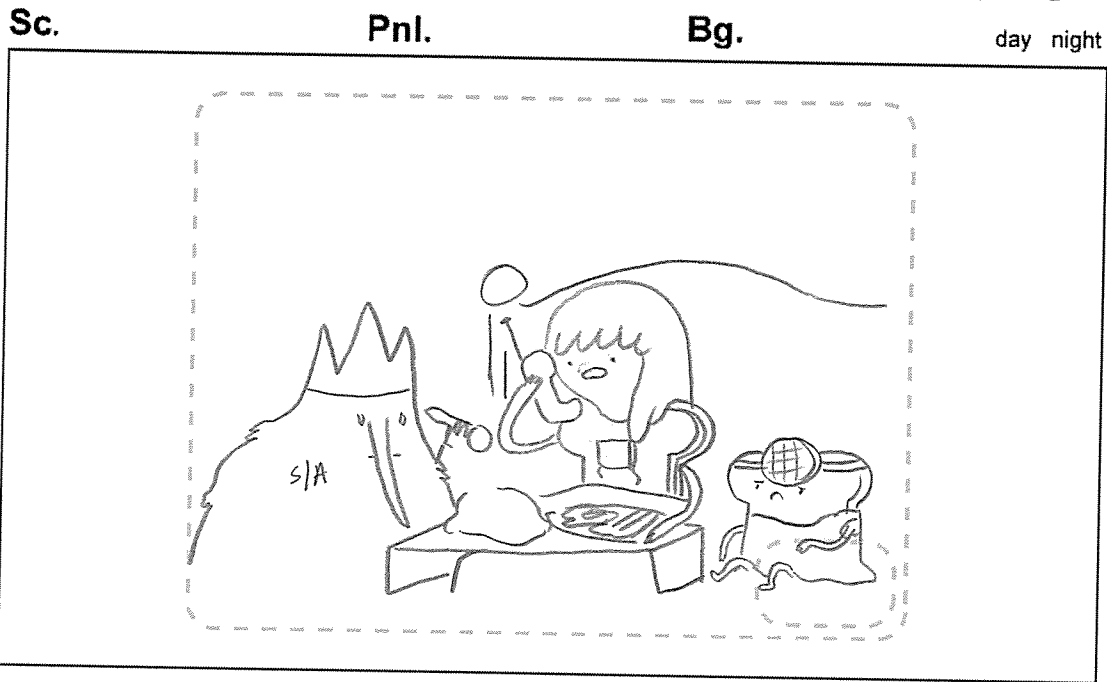
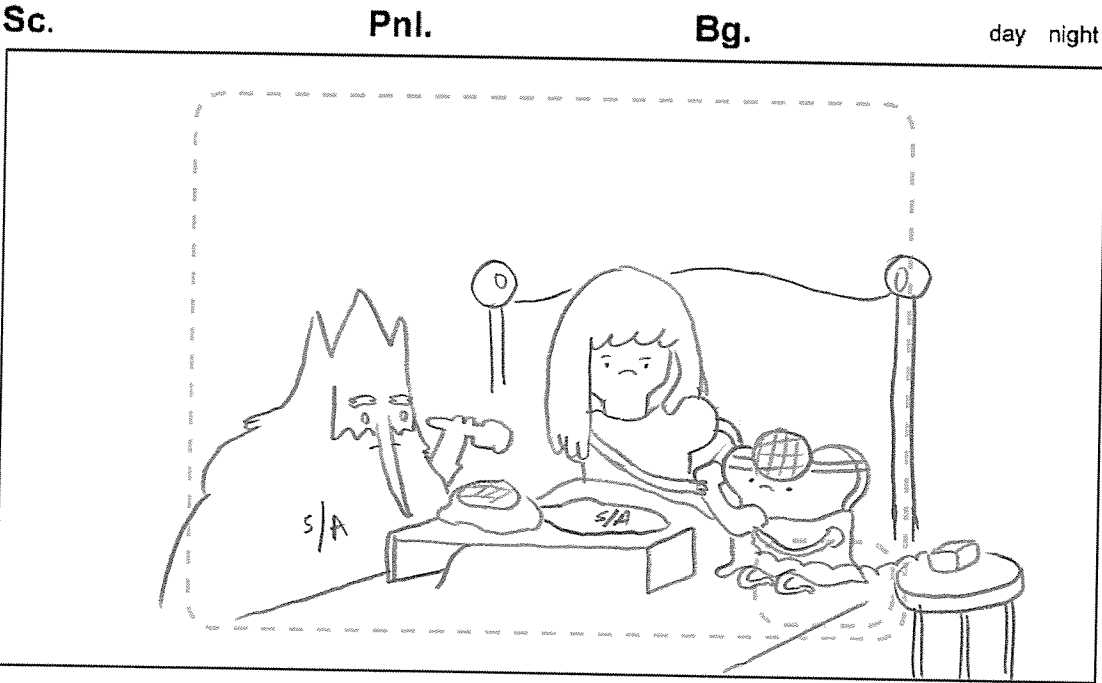
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EPISODE #

Production :

100855

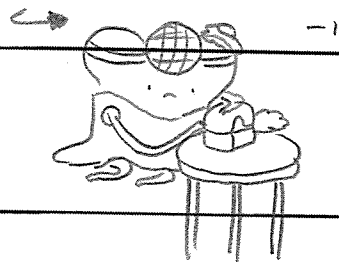
ADVENTURE TIME



Dialog:

Action:

Timing:



TOAST PRINCESS
TURNS + GRABS
PHONE.

<PHONE SFX>



Breakfast princess
dials PHONE NUMBER
ANGRY/ANNOYED.

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ADVENTURE TIME

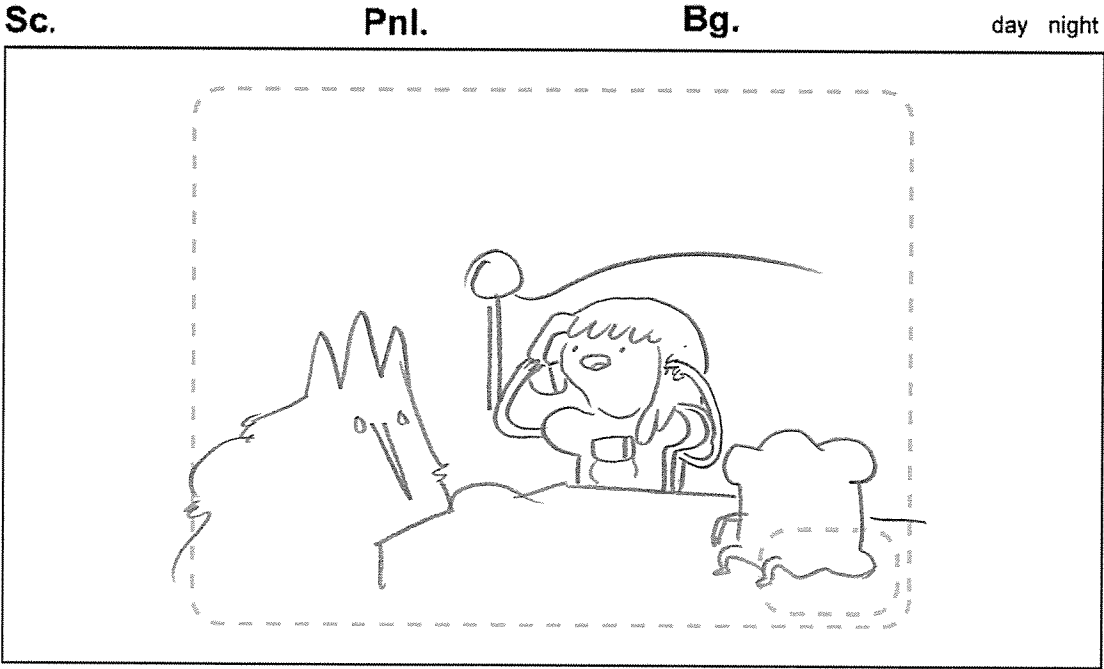
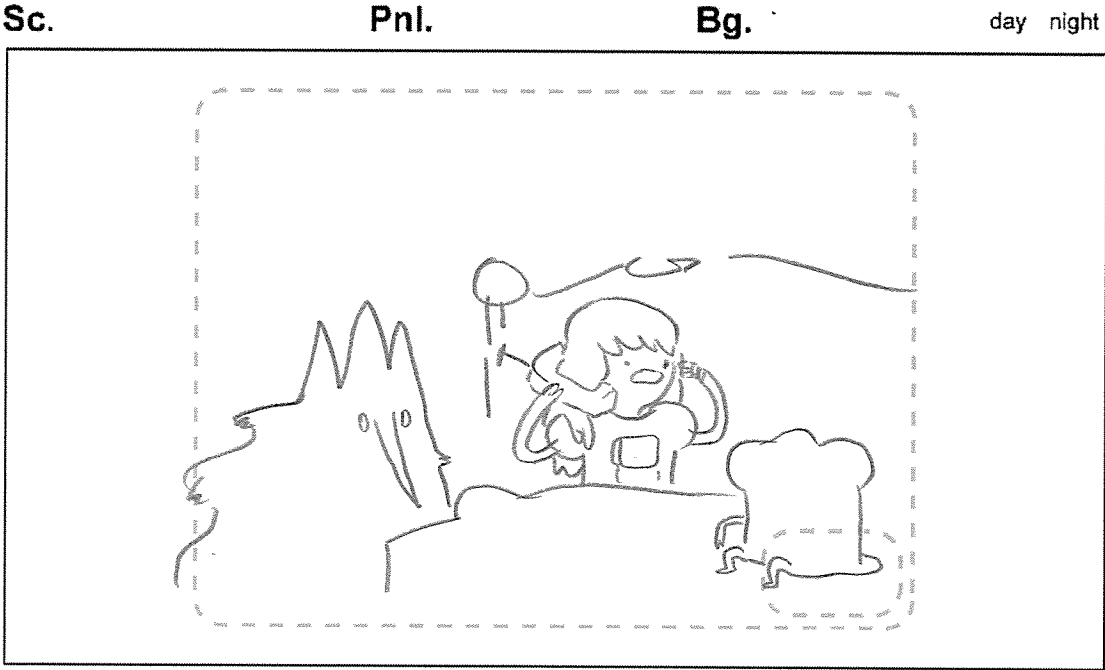


Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(BEAT) Sfx: PHONE RING.	BP: OH HEY FINN !
Action:	BREAKFAST PRINCESS LEANS HER HEAD BACK.	
Timing:		

ADVENTURE TIME



Dialog:

BP: I'VE GOT ANOTHER ICE KING
SITUATION HERE.

BP: OH Yeah! ? THAT ②
WOULD BE GREAT! THANKS !

Action:

BREAKFAST PRINCESS TURNS AWAY ,
puts her finger in her ear.

Timing:



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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(BUTTON SFX:)

Action:

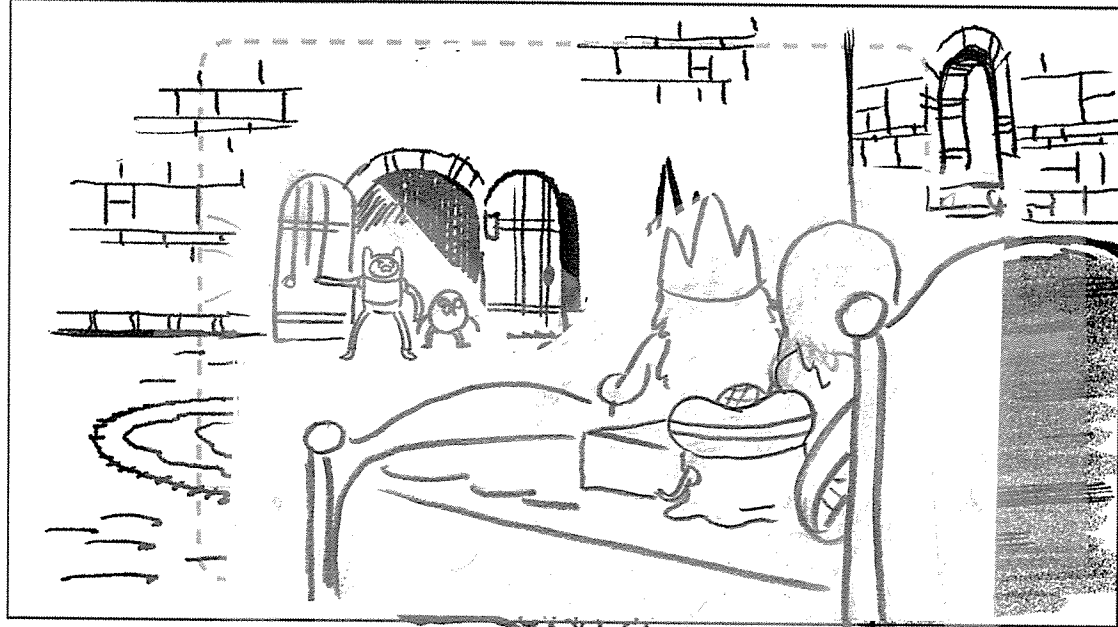
BP: hangs up phone.

Timing:

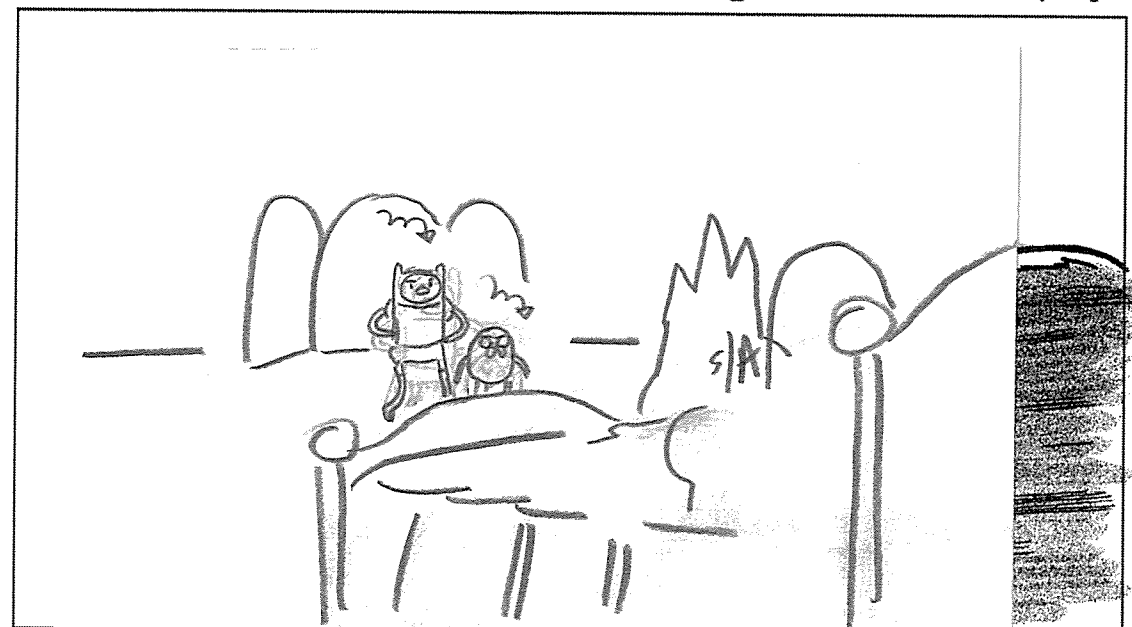
ADVENTURE TIME



Sc. 6 Pnl. A Bg. day night



Sc. 6 Pnl. B Bg. day night



Dialog:	F: How many times have we warned you...	F: about using love potion !!
Action:	(F walks up to IK)	* F+J WALK TOWARDS IK
Timing:		

EPISODE # 100855
Production #

ADVENTURE TIME



Page 14
day night

Sc.

Pnl.

Bg.

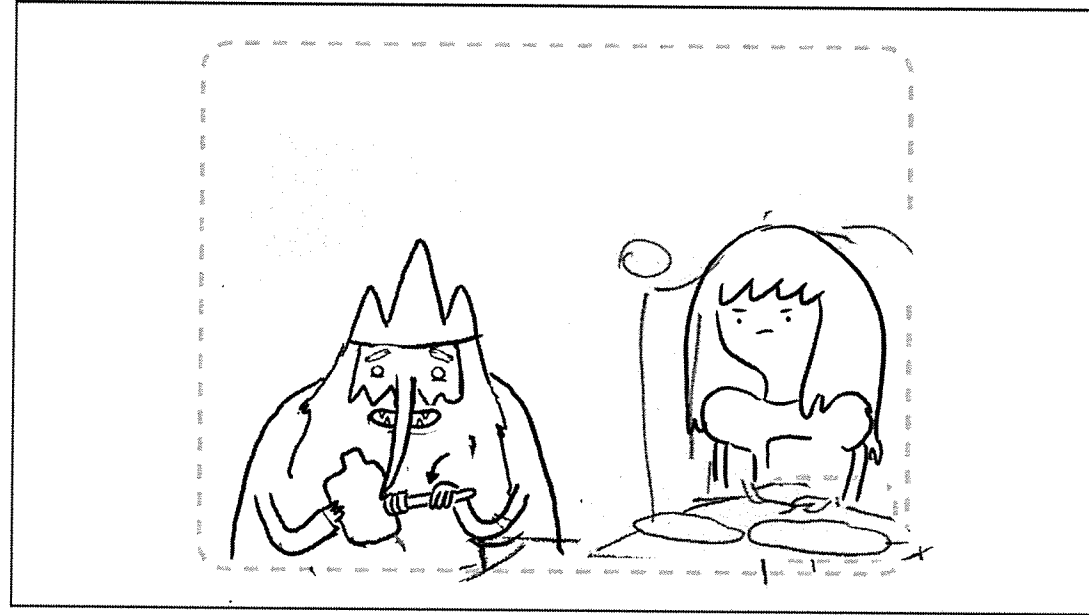
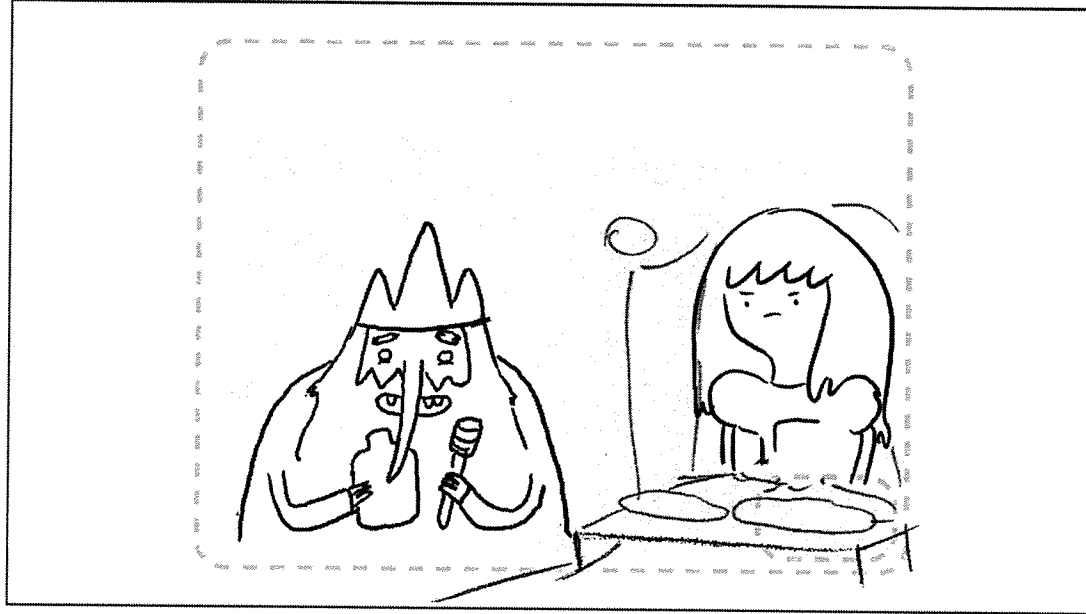
day night

Sc.

Pnl.

Bg.

day night



Dialog:

IK: Yeah.. I know..

IK: That's why I'm
using honey...

Action:

Timing:

EPISODE #

100855

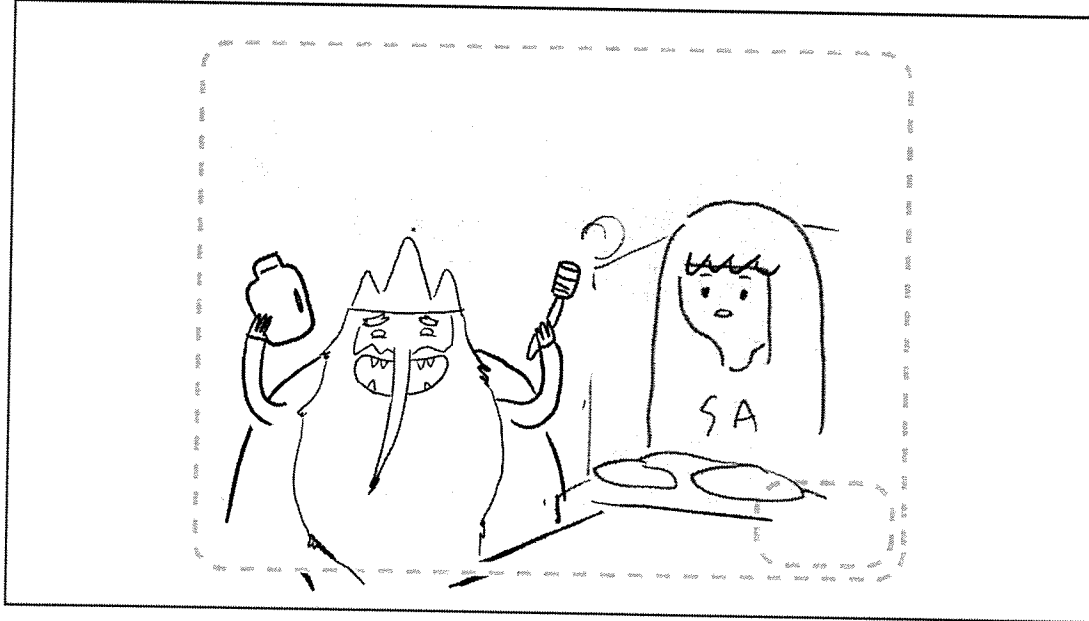
Production :

ADVENTURE TIME

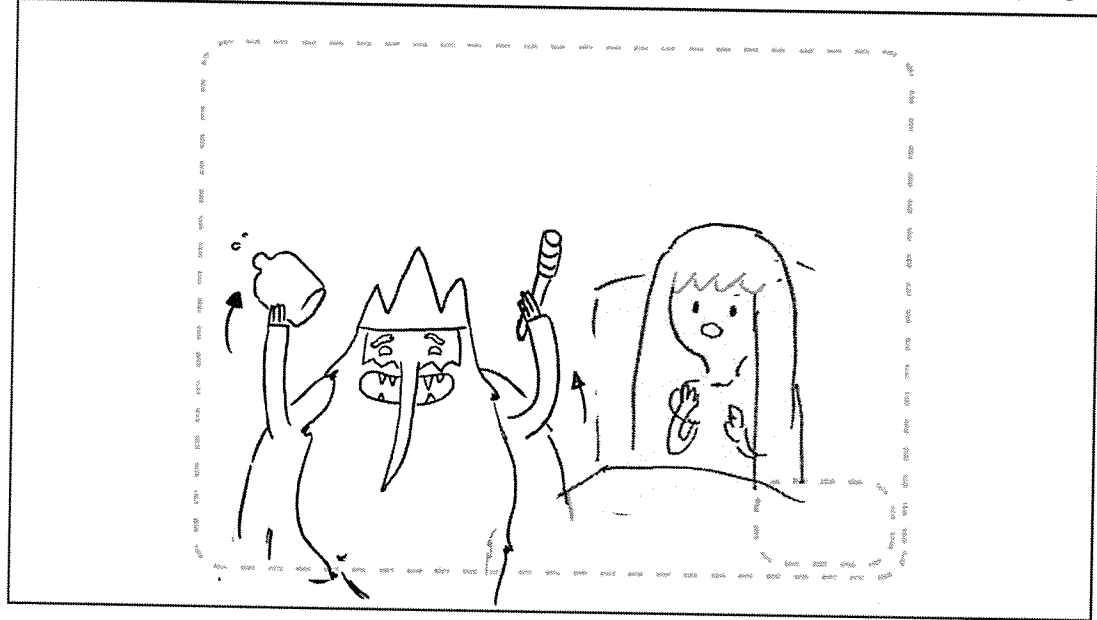


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Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

IK: This is honey!

IK: LOVE HONEY!!

Action:

Timing:

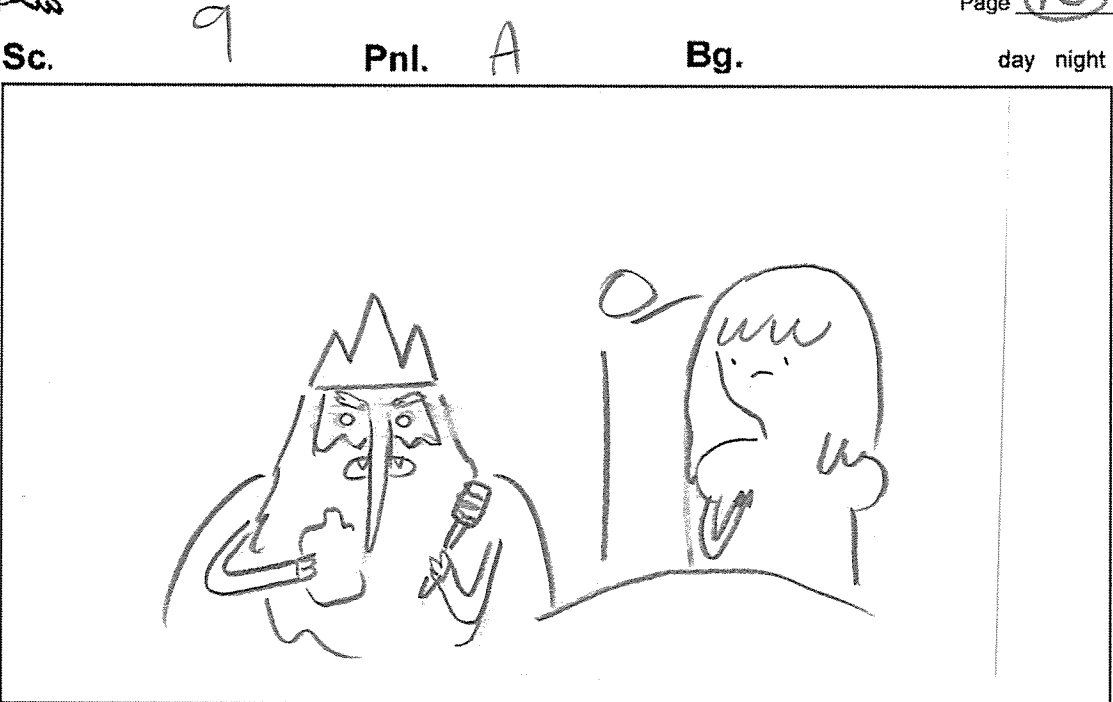
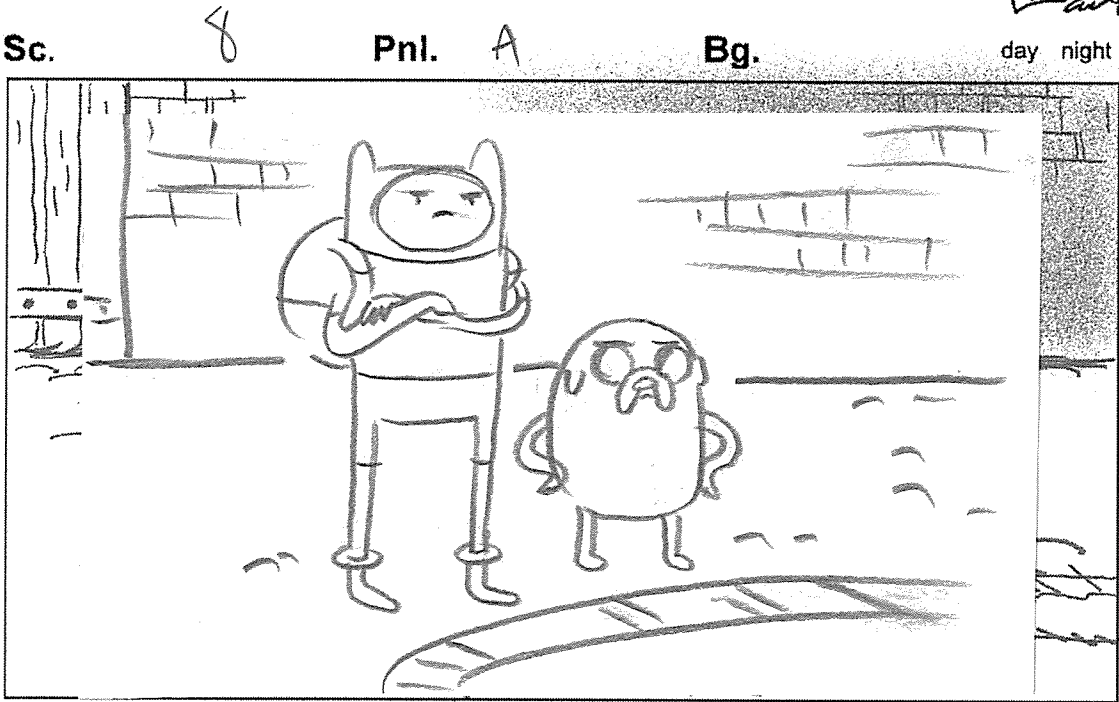
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ADVENTURE TIME



Dialog:	IK: what ~?
Action:	
Timing:	

Production :
EPISODE # 100855

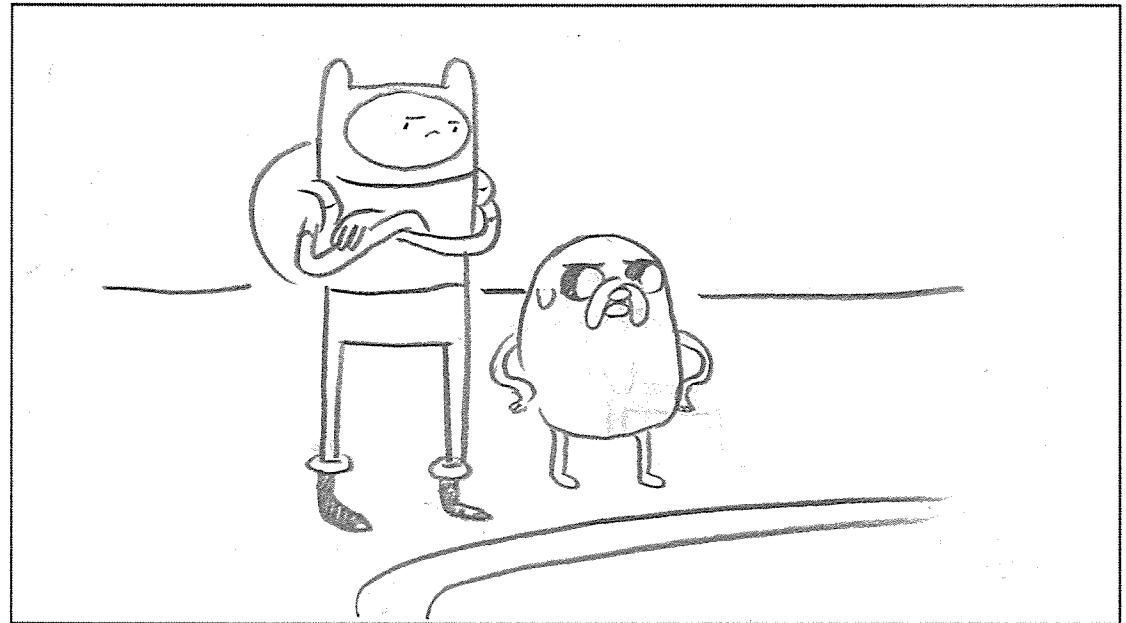
ADVENTURE TIME



Sc. **9** Pnl. **B** Bg. day night



Sc. **10** Pnl. **A** Bg. day night



Dialog:

IK: Are you that stupid
to not notice the difference
between potions and Honey!!

Action:

(IK splatters honey)

Timing:

J: Man
who cares if it's
honey ?

100855

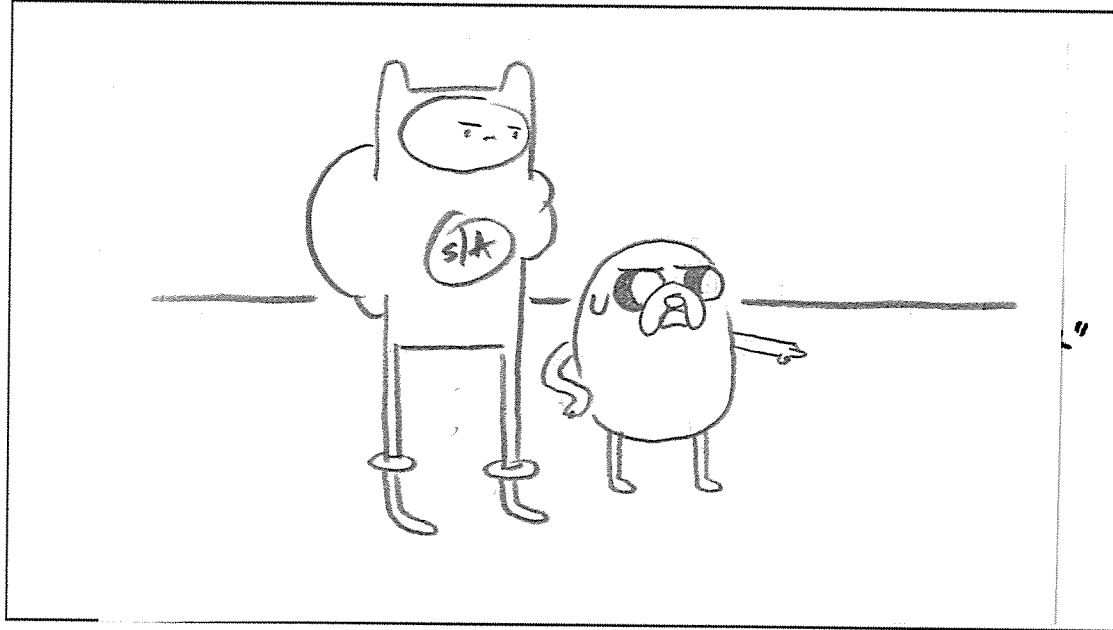
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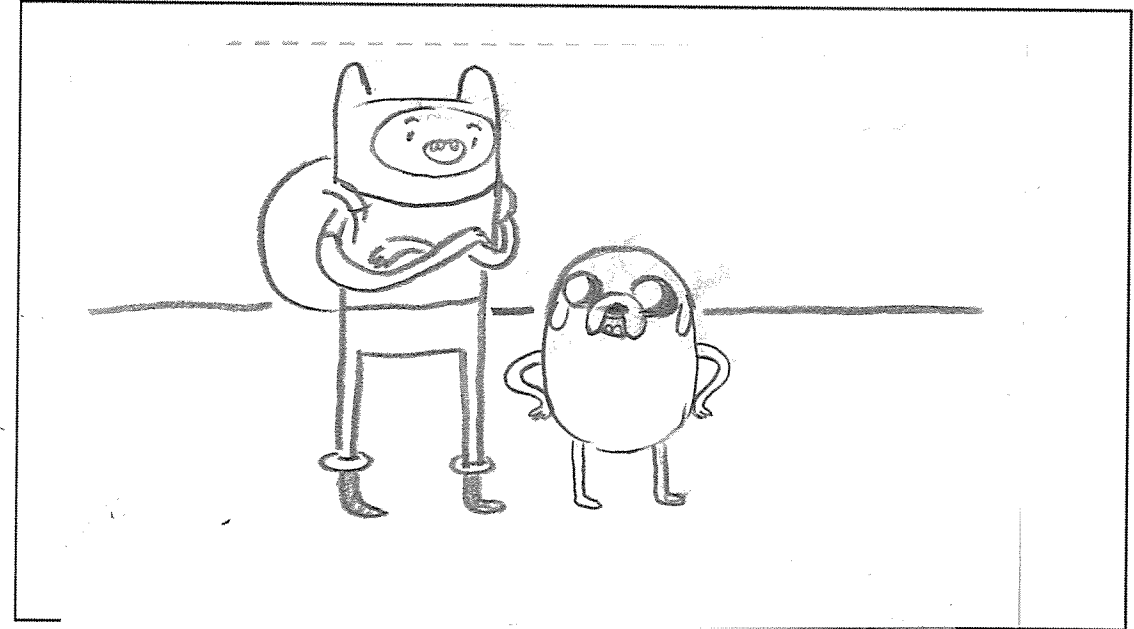
ADVENTURE TIME



Sc. 10 Pnl. B Bg. day night



Sc. 10 Pnl. C Bg. day night



Dialog:	J: you stink anyways..	ⓑ F: Haha !
Action:		
Timing:		

EPISODE # 100855

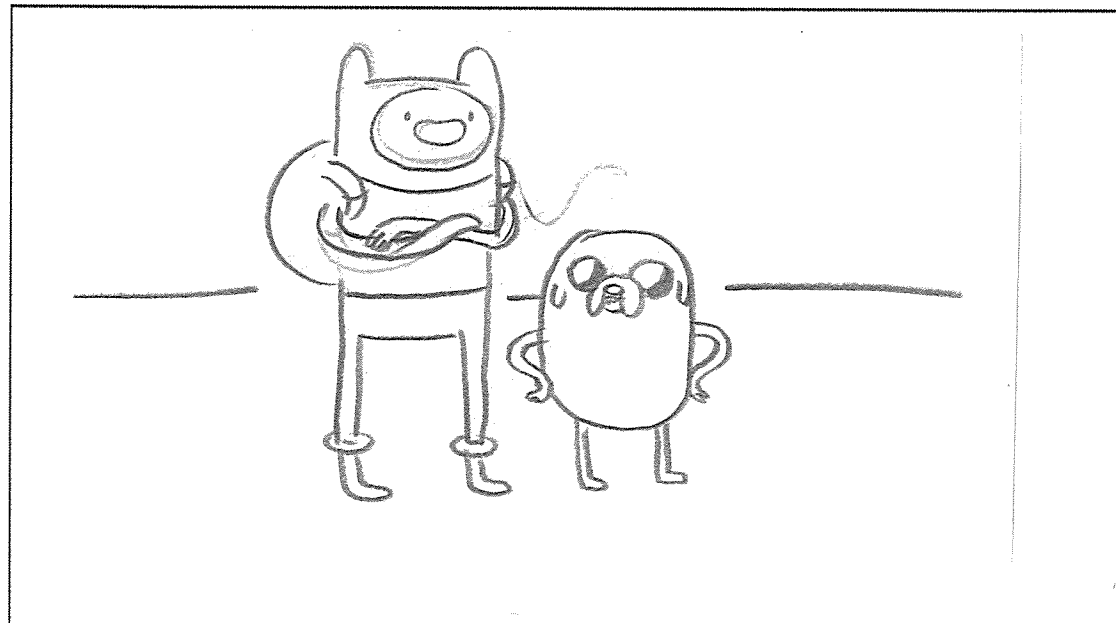
Production :

ADVENTURE TIME

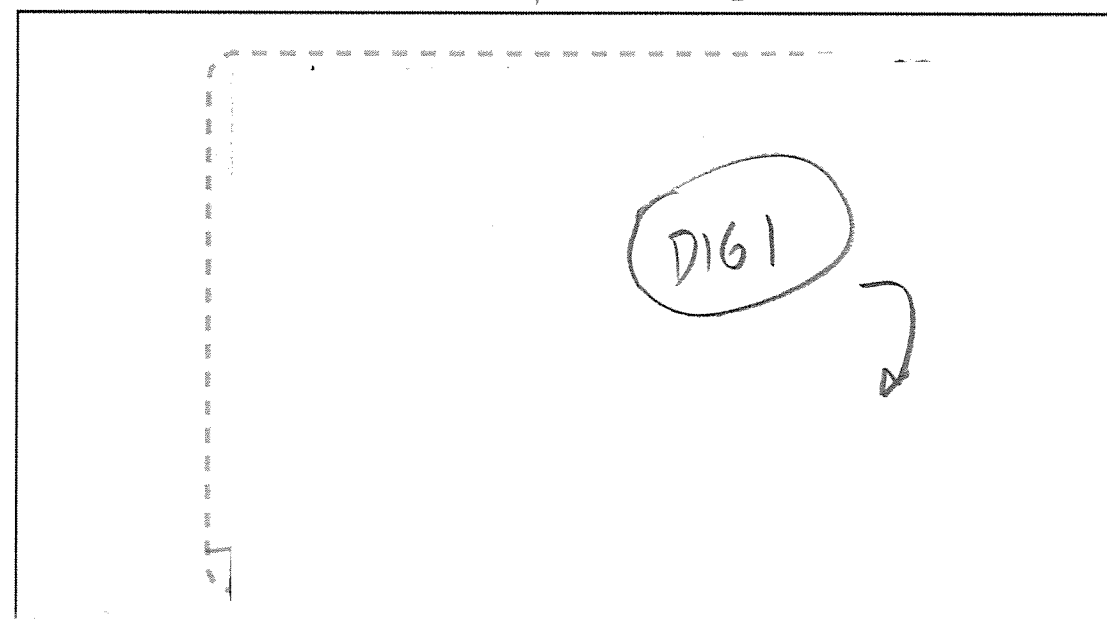


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Sc. 10 Pnl. D Bg. day night



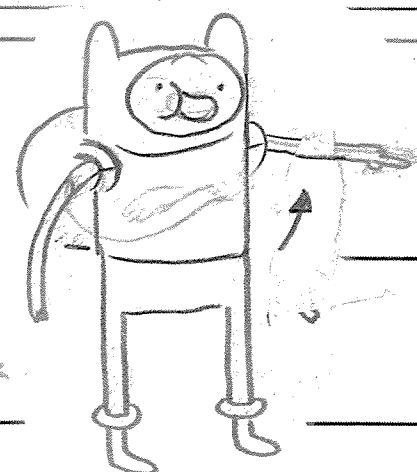
Sc. 11 Pnl. A Bg. day night



Dialog:
F: Yeah! you stink so much I'm gonna ground you for a week!

Action:
POSE FOR —
"FOR A WEEK"

Timing:



What are you talking about?

"WHAT ARE YOU"



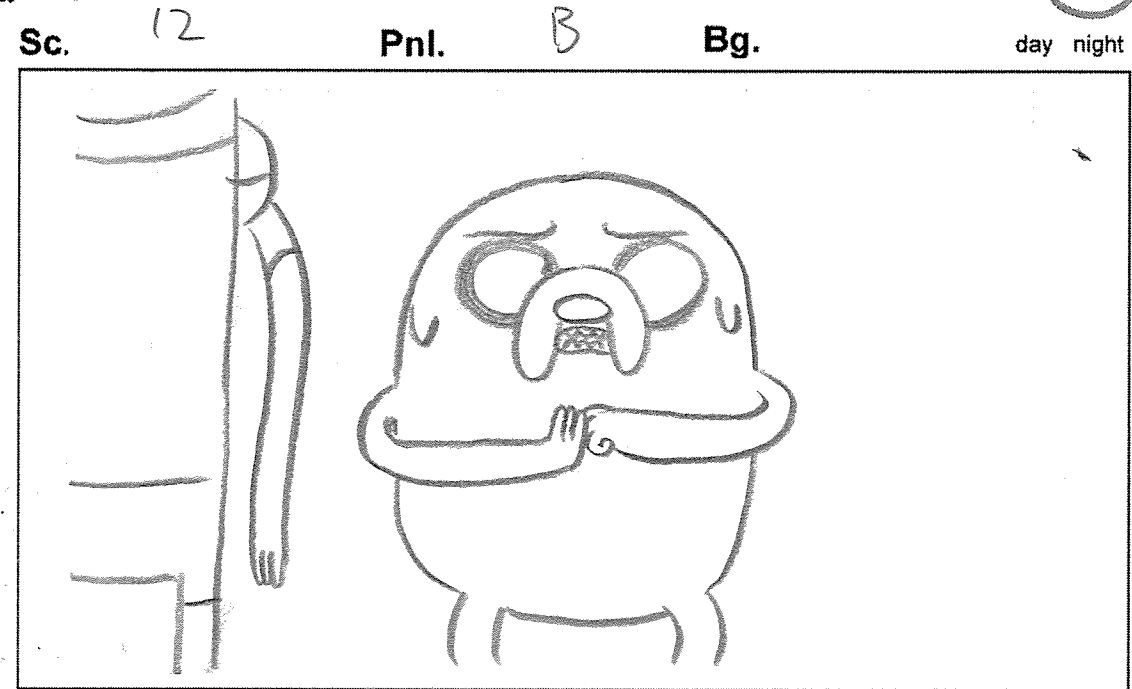
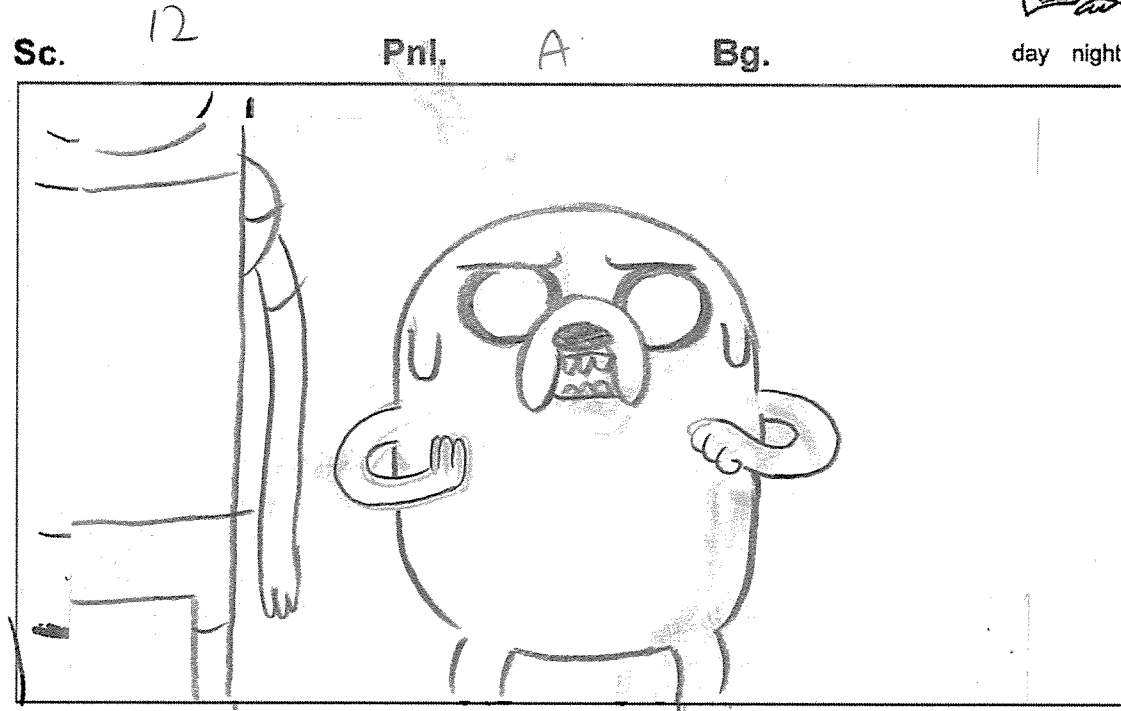
EPISODE # 100855

Production :

ADVENTURE TIME



Page 20
day night



Dialog: J: It means that
we will kick your . . .

Action: ① * START POSE

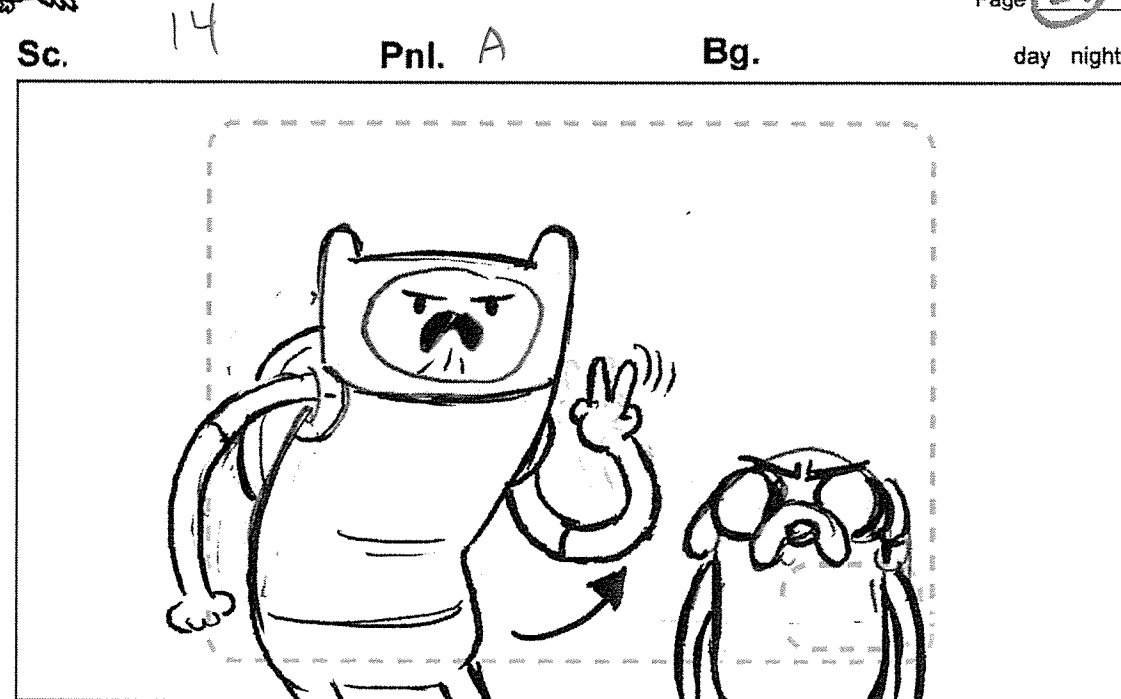
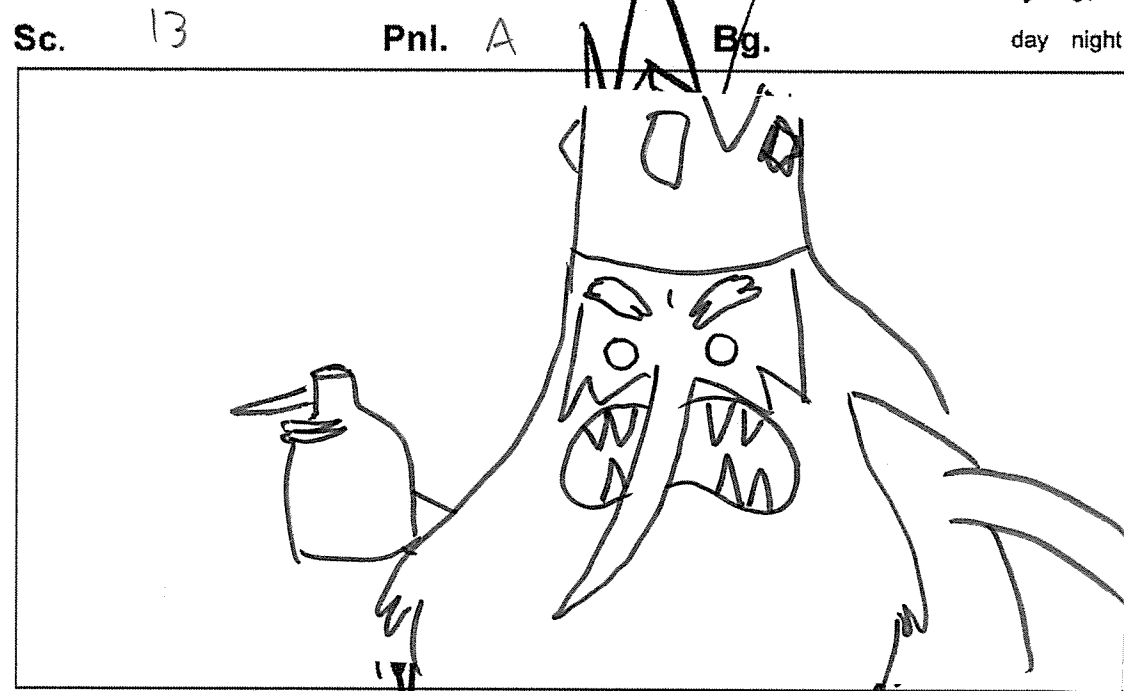
Timing:

If we' see you butt outside your castle!

EPISODE # 100855

Production :

ADVENTURE TIME



Dialog:	IK: HEY! I'LL KICK <u>YOUR BUTT!!</u>	F: You want two weeks?
Action:		
Timing:		

EPISODE # 100855
Production :

ADVENTURE TIME



Sc. 15 Pnl. A Bg. day night

A storyboard panel showing a character inside a glass case. A small figure is on top of the case. The panel is labeled 'Sc. 15 Pnl. A Bg. day night'.

Sc. 16 Pnl. A Bg. day night

A storyboard panel showing Finn and Jake standing together. Finn is on the left, holding a sword, and Jake is on the right. The panel is labeled 'Sc. 16 Pnl. A Bg. day night'.

Dialog: IK: What!!?
You can't do that!!

Action:

Timing:

DO THAT!

F: Rea ~ lly?

A storyboard panel showing Finn and Jake standing together. Finn is on the left, holding a sword, and Jake is on the right. The panel is labeled 'Sc. 16 Pnl. A Bg. day night'.

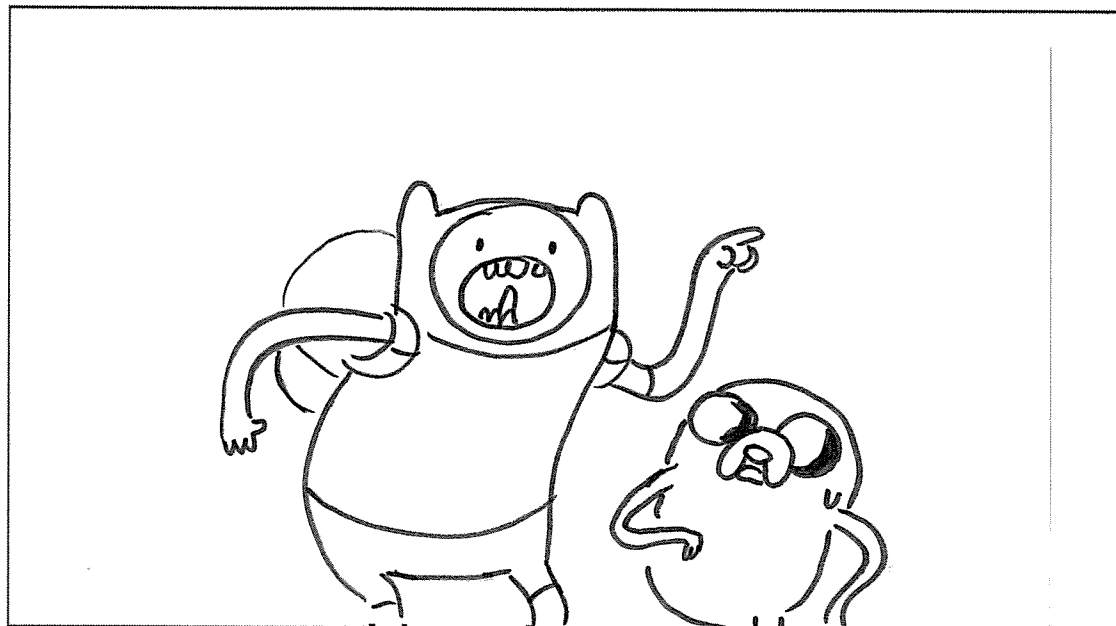
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ADVENTURE TIME

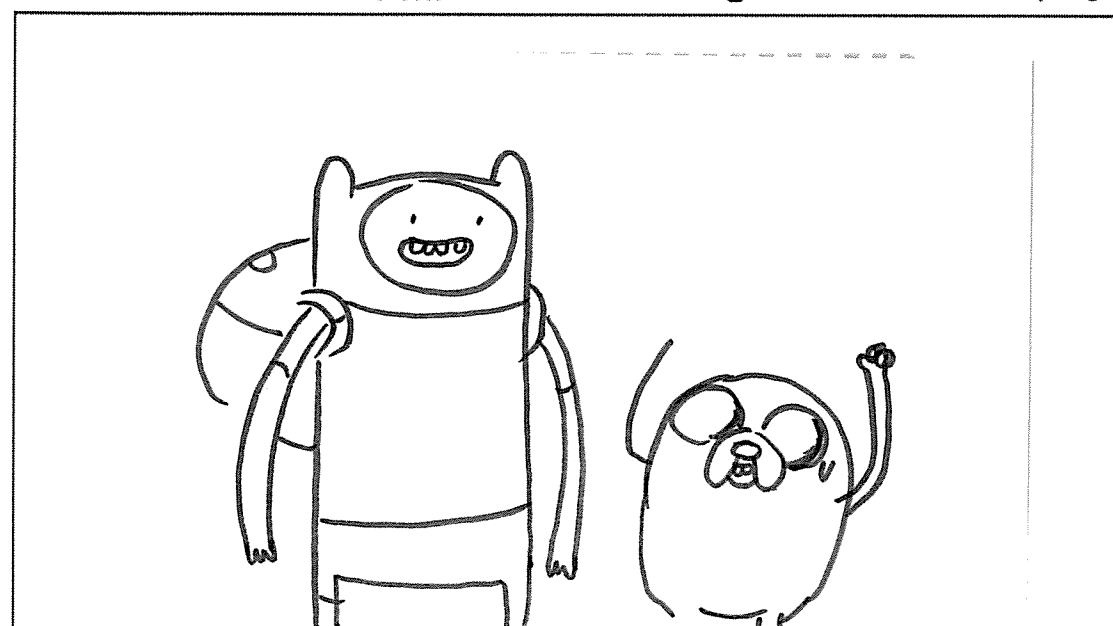


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Sc. 16 Pnl. B Bg. day night



Sc. 16 Pnl. C Bg. day night



Dialog:

F: You're grounded
for two weeks!

J: Haha !!

Action:

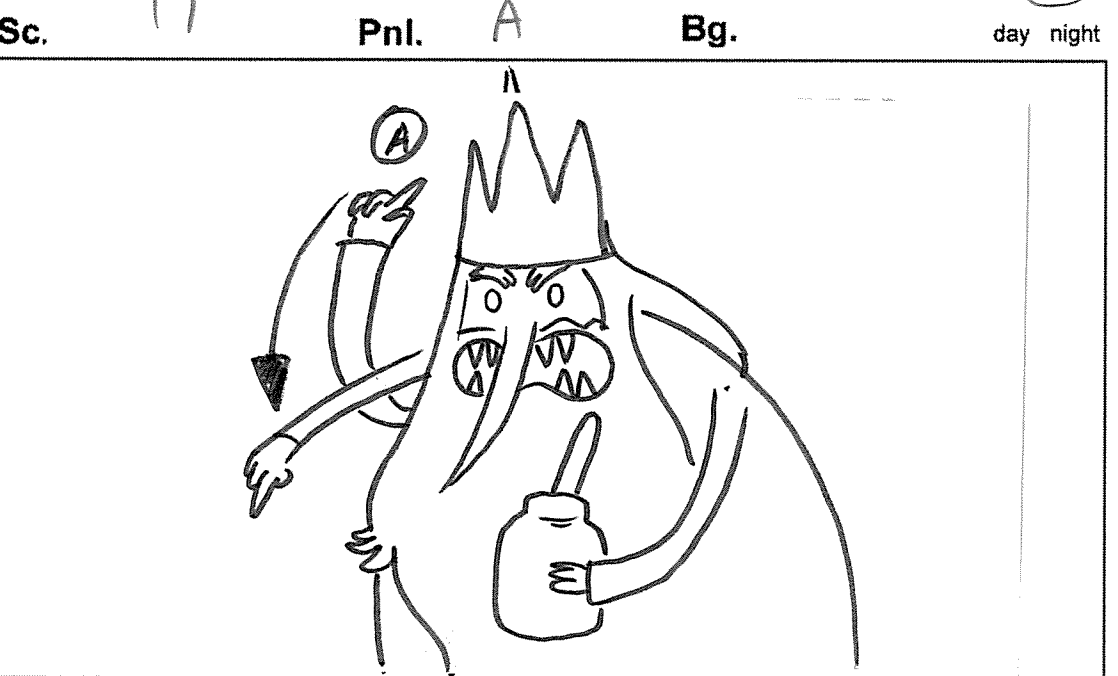
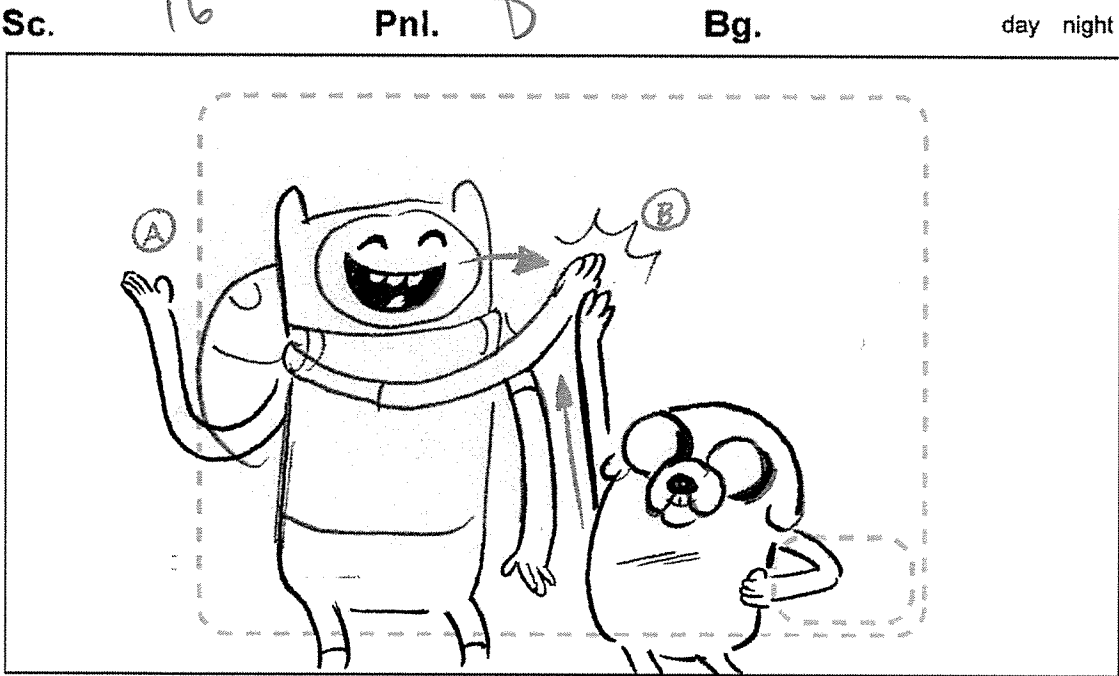
Timing:



EPISODE # 100855

Production :

ADVENTURE TIME

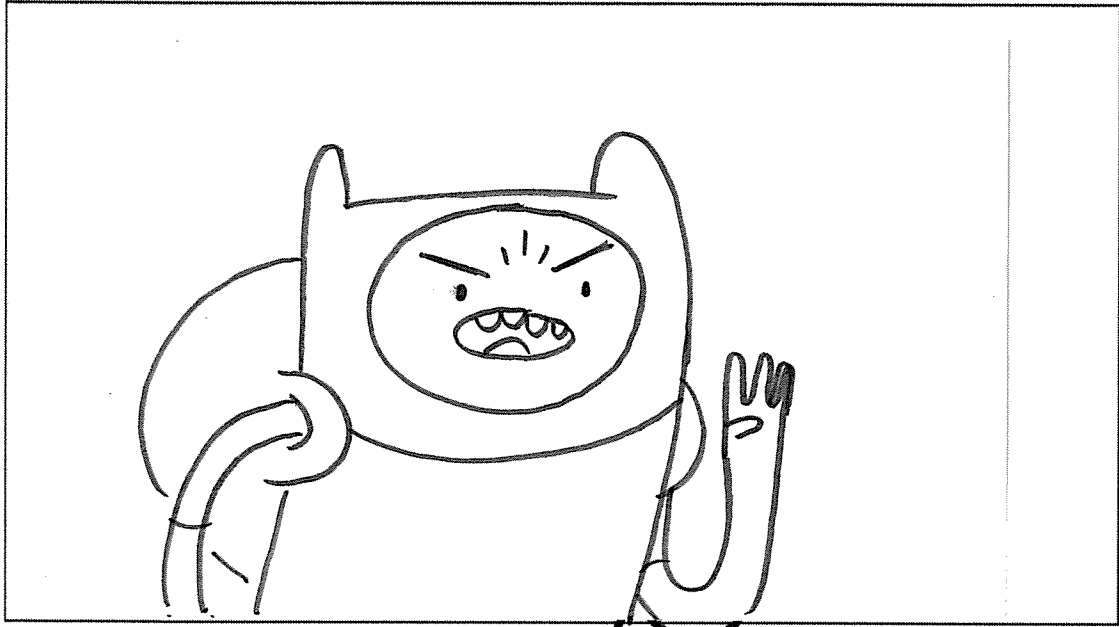


Dialog:	IK: YOU'RE !! grounded for two weeks !!
Action:	
Timing:	"TWO WEEKS"

ADVENTURE TIME



Sc. 18 Pnl. A Bg. day night



Sc. 19 Pnl. A Bg. day night

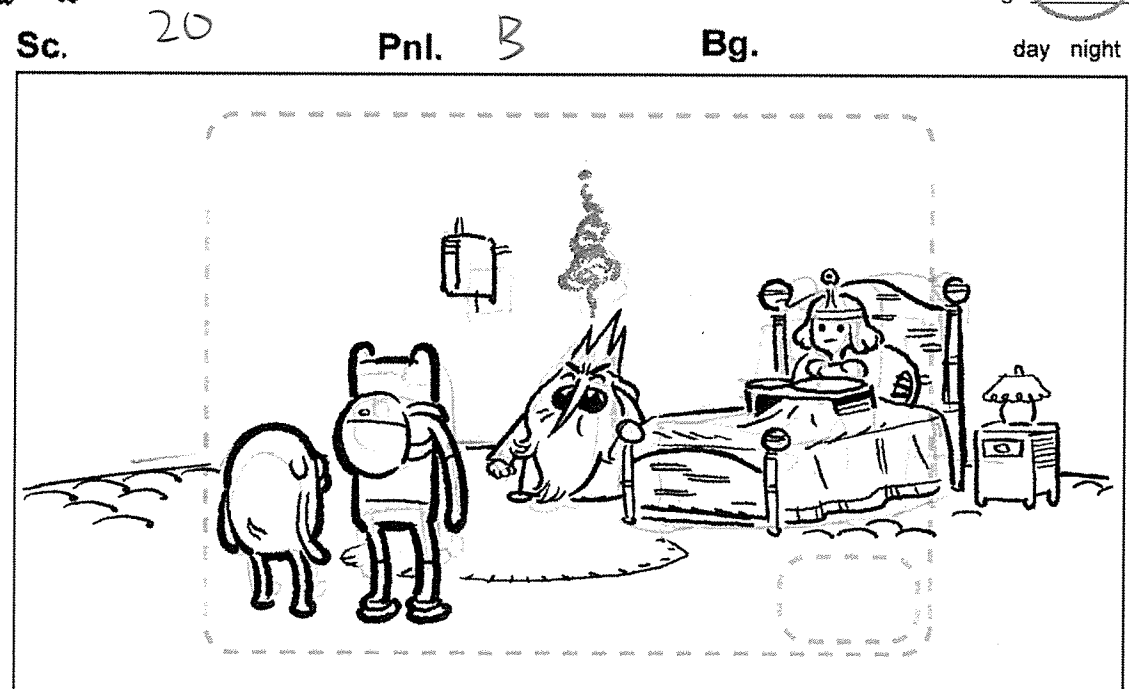
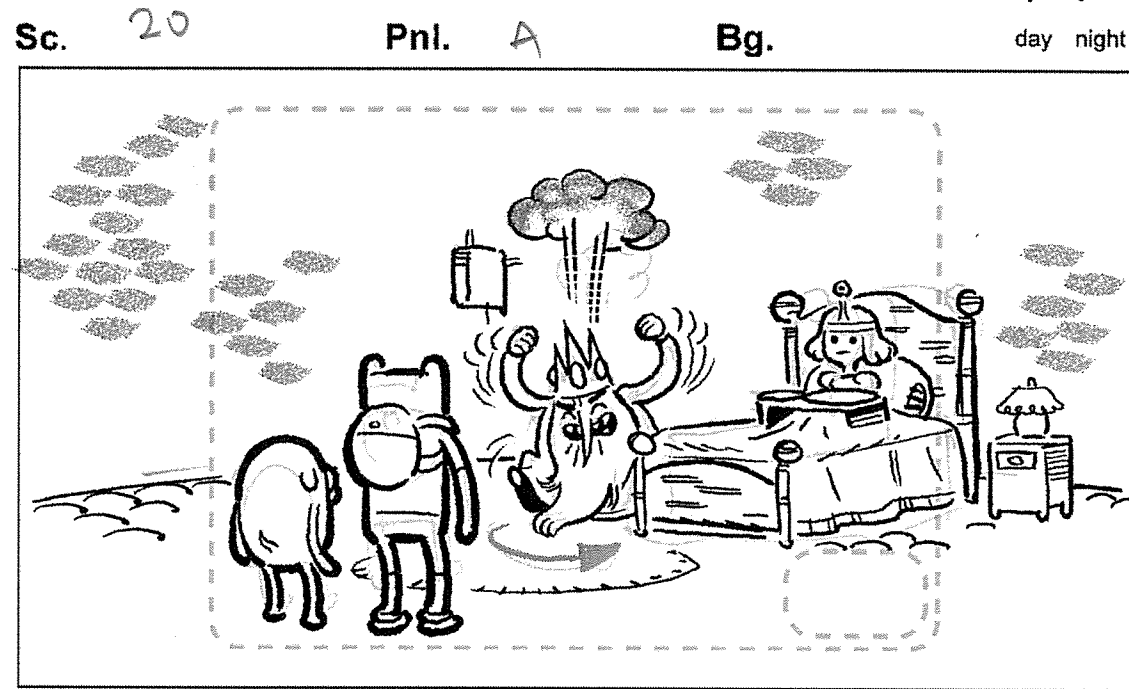


Dialog:	F: Three weeks...	J: OH!! SNAPSSSS!!
Action:		
Timing:		



EPISODE # 100855
Production :

ADVENTURE TIME



Dialog:	IK: why why why !!!
Action:	(IK spinning and stomping.)
Timing:	

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Production :

ADVENTURE TIME

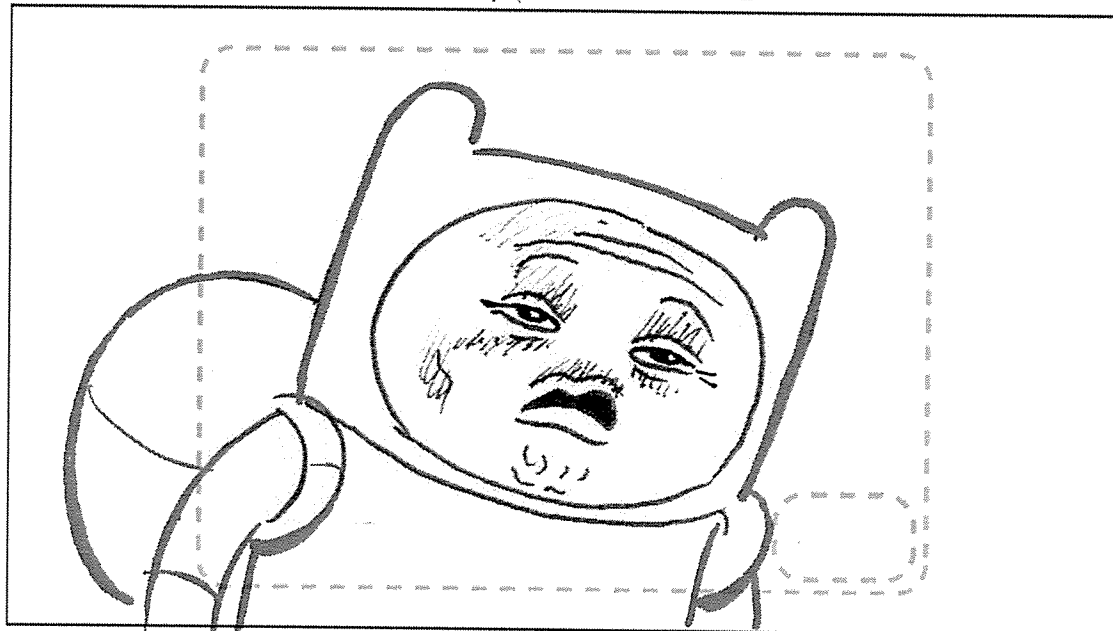


Sc. **21**

Pnl. **A**

Bg.

day night

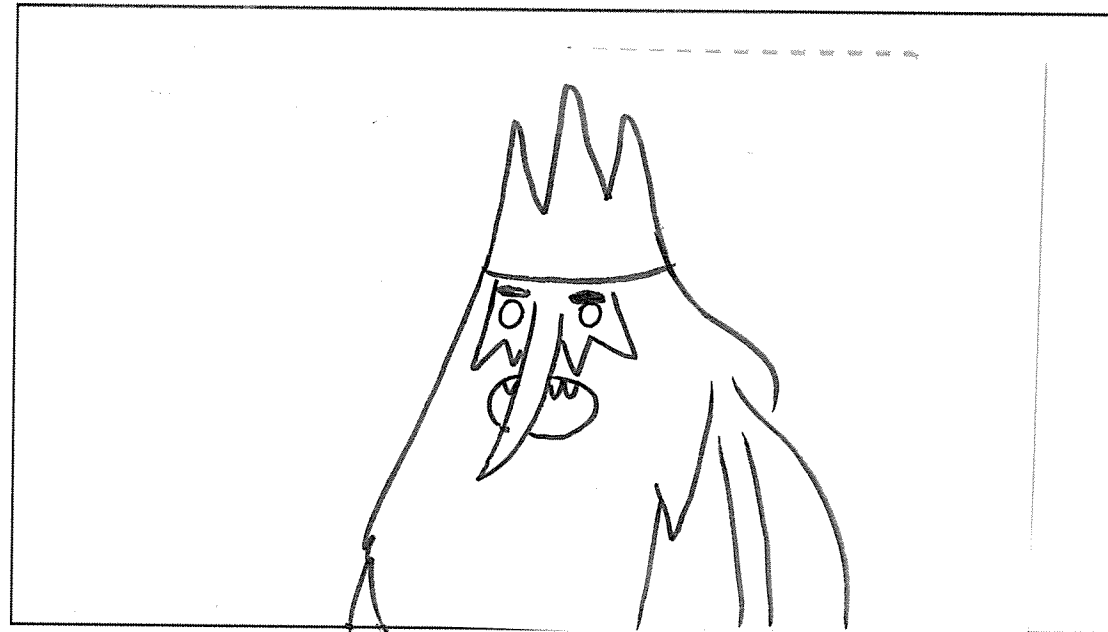


Sc. **22**

Pnl. **A**

Bg.

day night



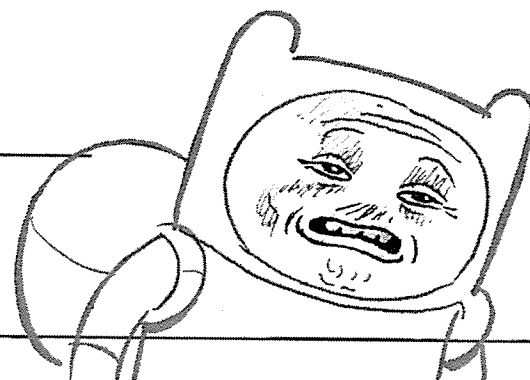
Dialog:

F: fou-r
weeeeks-?

IK:

Action:

Timing:



— WEEKS.

EPISODE # **100855**

Production :

ADVENTURE TIME



Sc. 22

Pnl. B

Bg.

day night

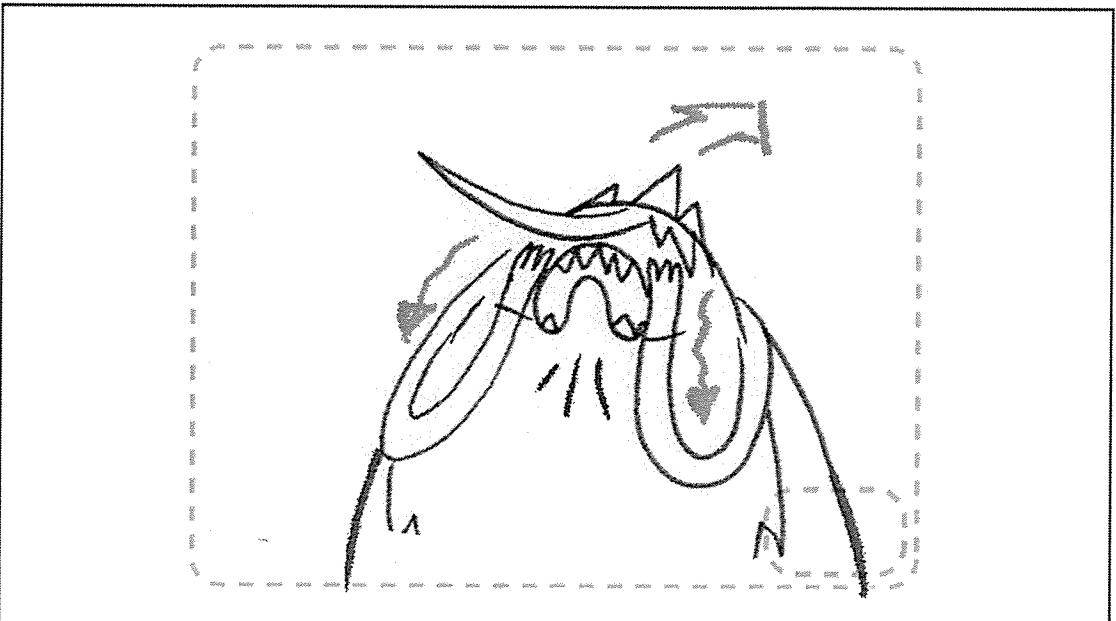


Sc. 22

Pnl. C

Bg.

day night



Dialog:	IK: ughh h h --
Action:	
Timing:	

EPISODE # 100855
Production :

ADVENTURE TIME

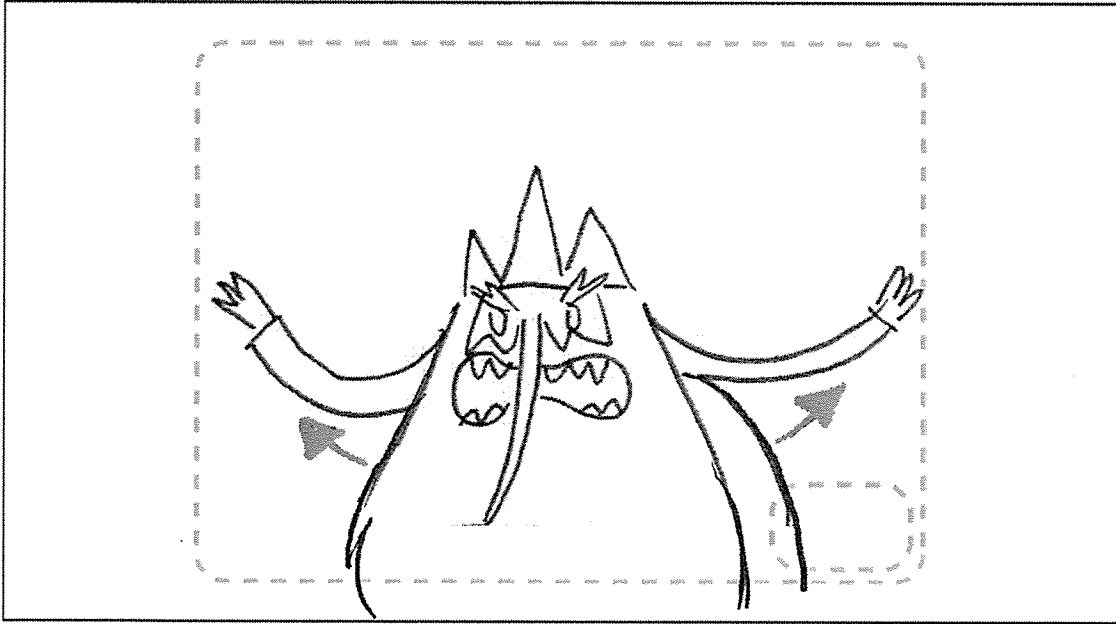


Sc. 22

Pnl. D

Bg.

day night

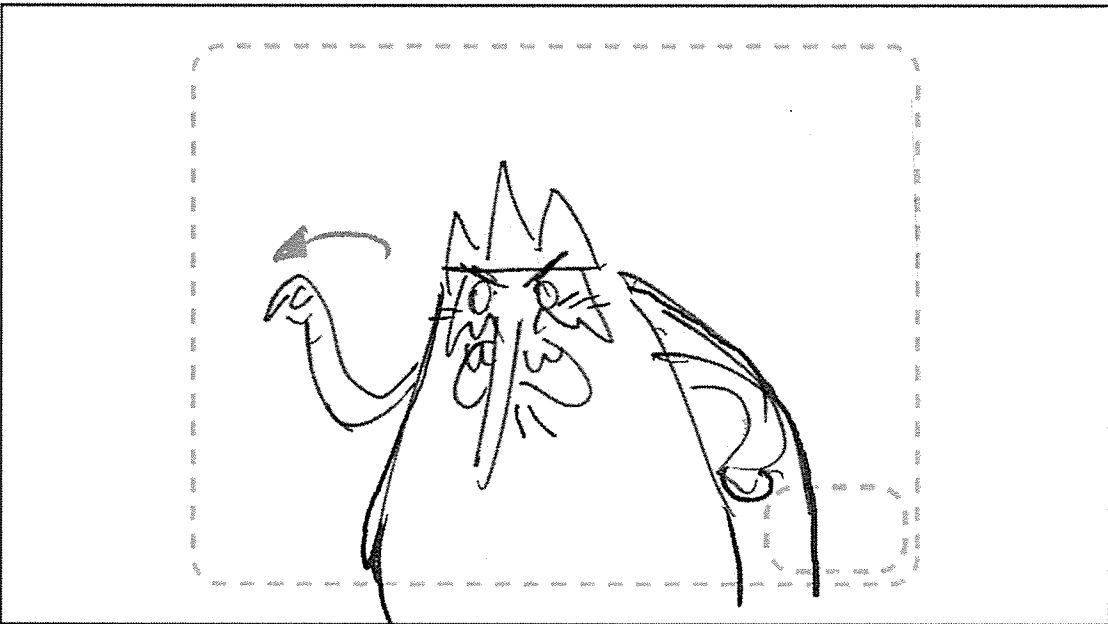


Sc. 22

Pnl. E

Bg.

day night



Dialog:	IK: FINE!!!	IK: But I'm only gonna do it for a week !!
Action:		
Timing:		

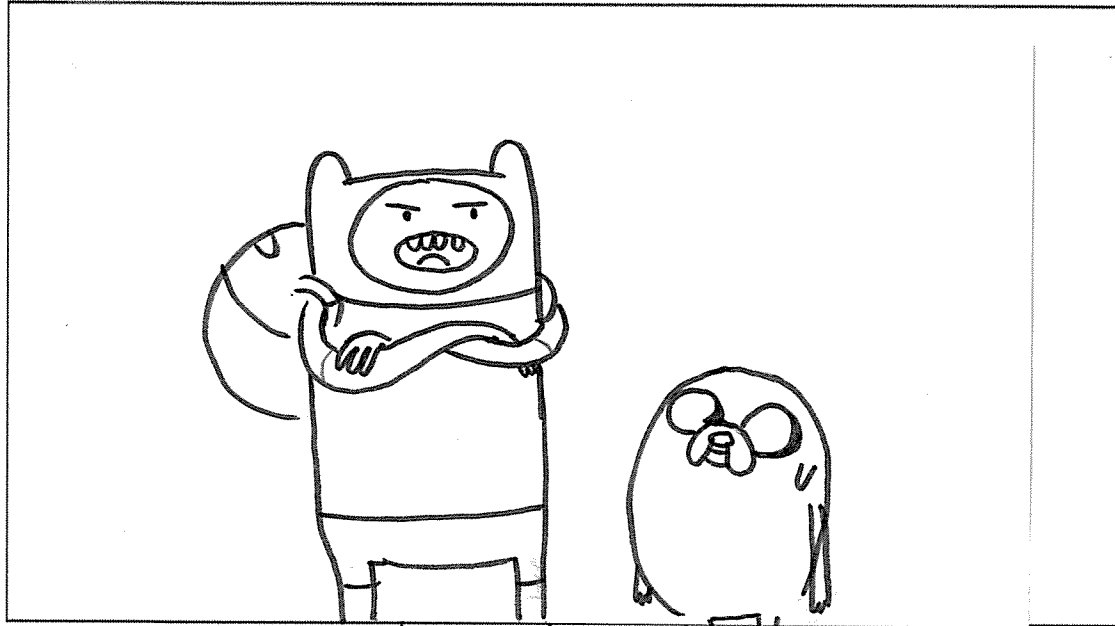
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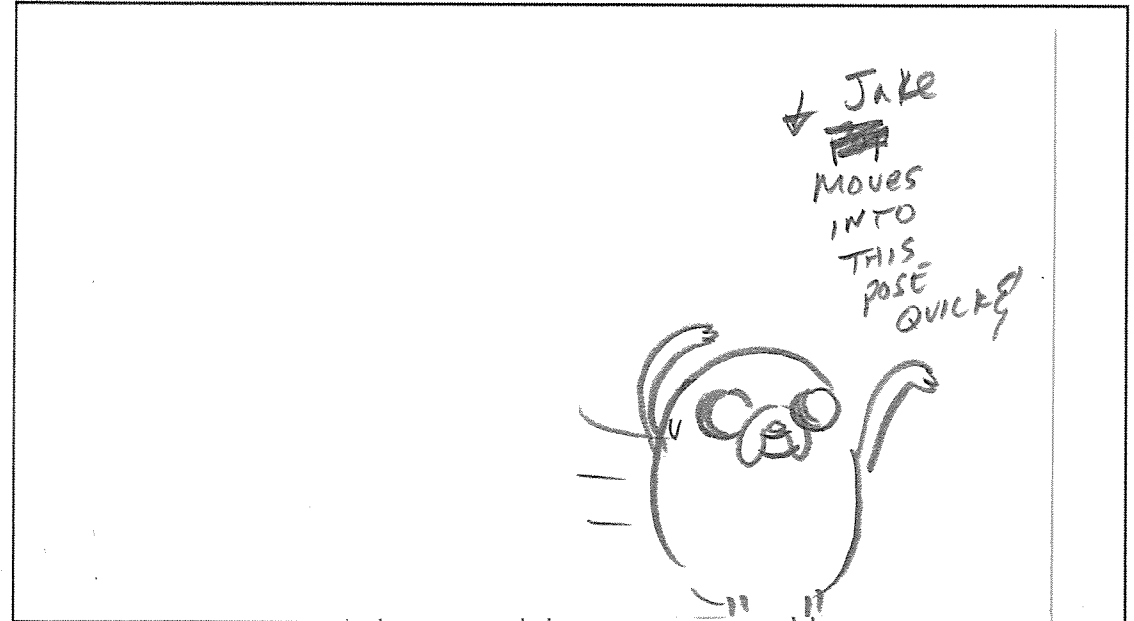
ADVENTURE TIME



Sc. 23 Pnl. A Bg. day night



Sc. 23 Pnl. B Bg. day night



Dialog:
F: That just grounded you for four weeks...

Action:

Timing:

J: OHH DANG! FOUR WEEEEKS!

EPISODE # 100855

Production :

ADVENTURE TIME



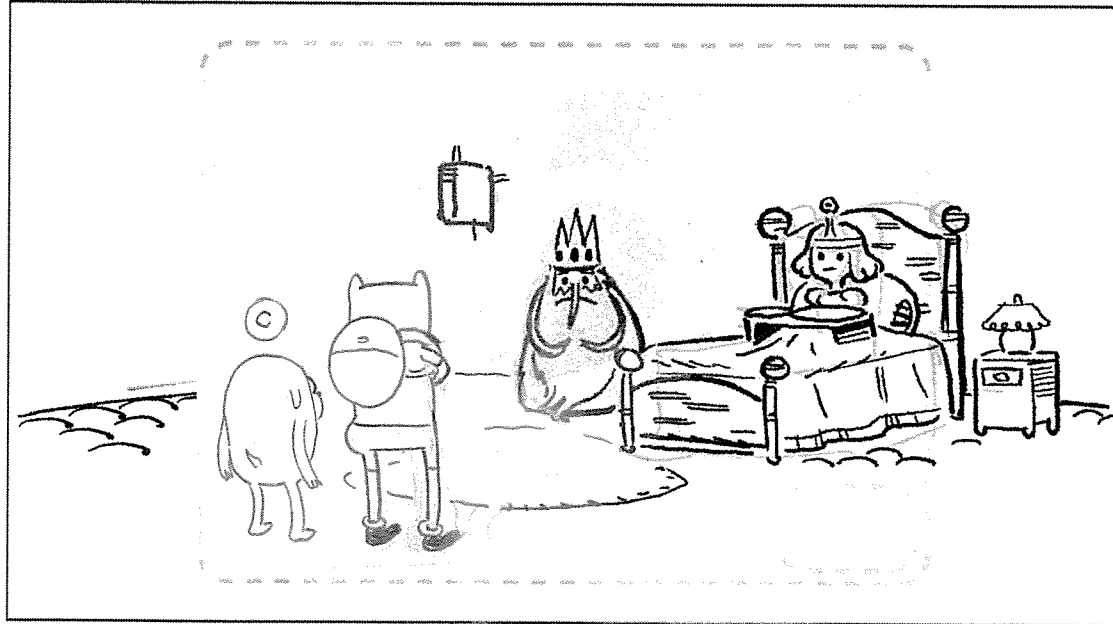
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Sc. **24**

Pnl. **A**

Bg.

day night

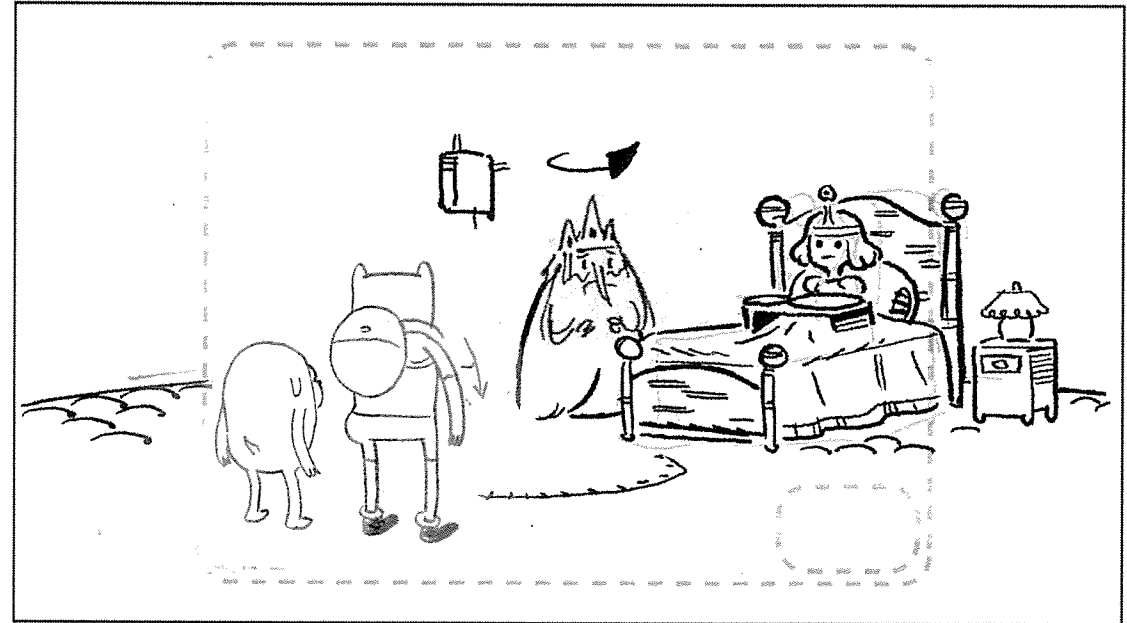


Sc. **24**

Pnl. **B**

Bg.

day night



Dialog:

IK :

Action:

(IK looks at BP)

Timing:

EPISODE # 100855

Production :

ADVENTURE TIME



Sc. **24** Pnl. **C** Bg. day night

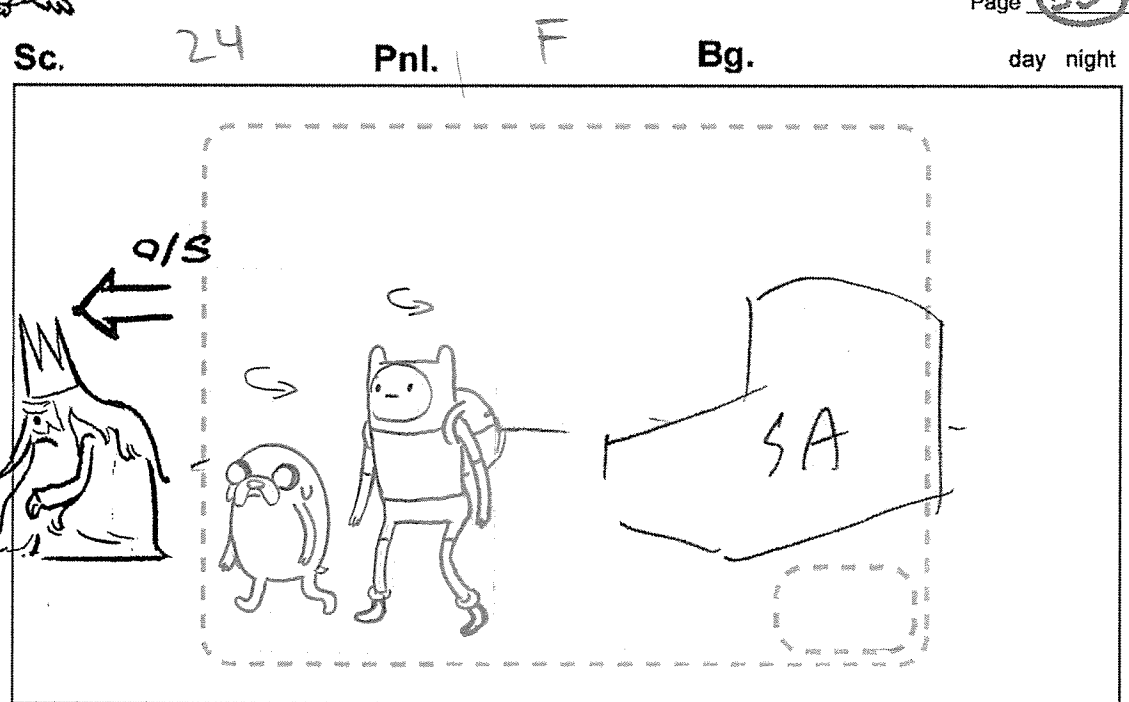
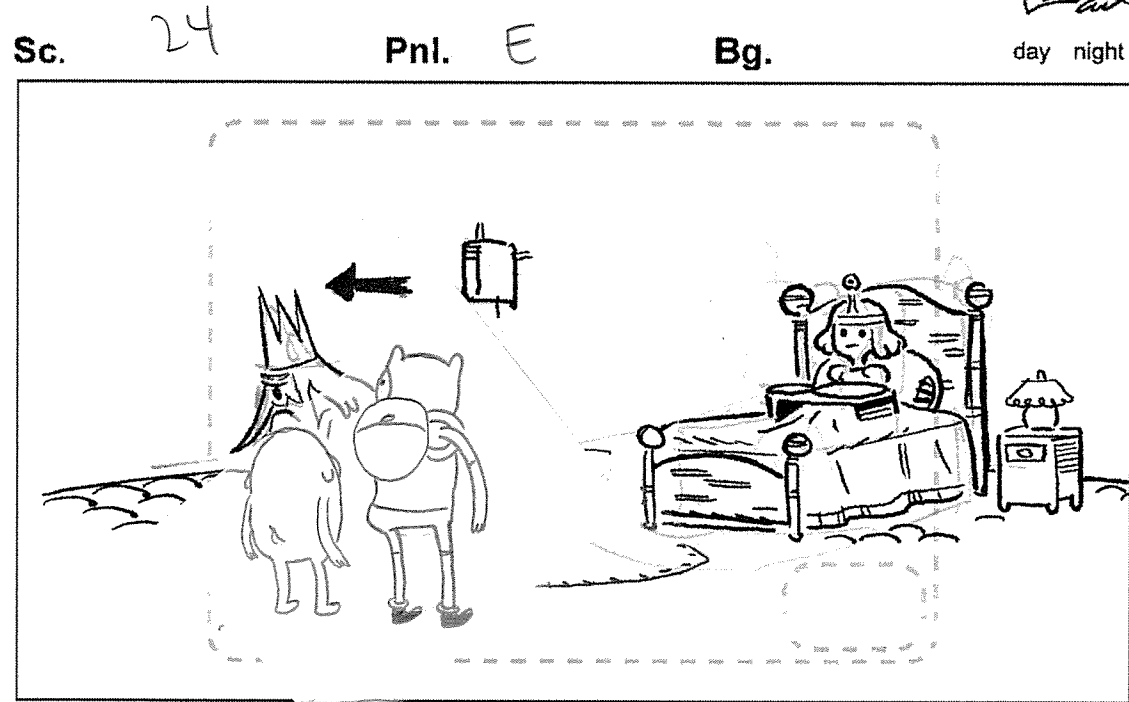
Sc. **24** Pnl. **D** Bg. day night

D A Timing:	IK: SIGH ~ ! ... OK ...

EPISODE # 100855
Production :

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ADVENTURE TIME

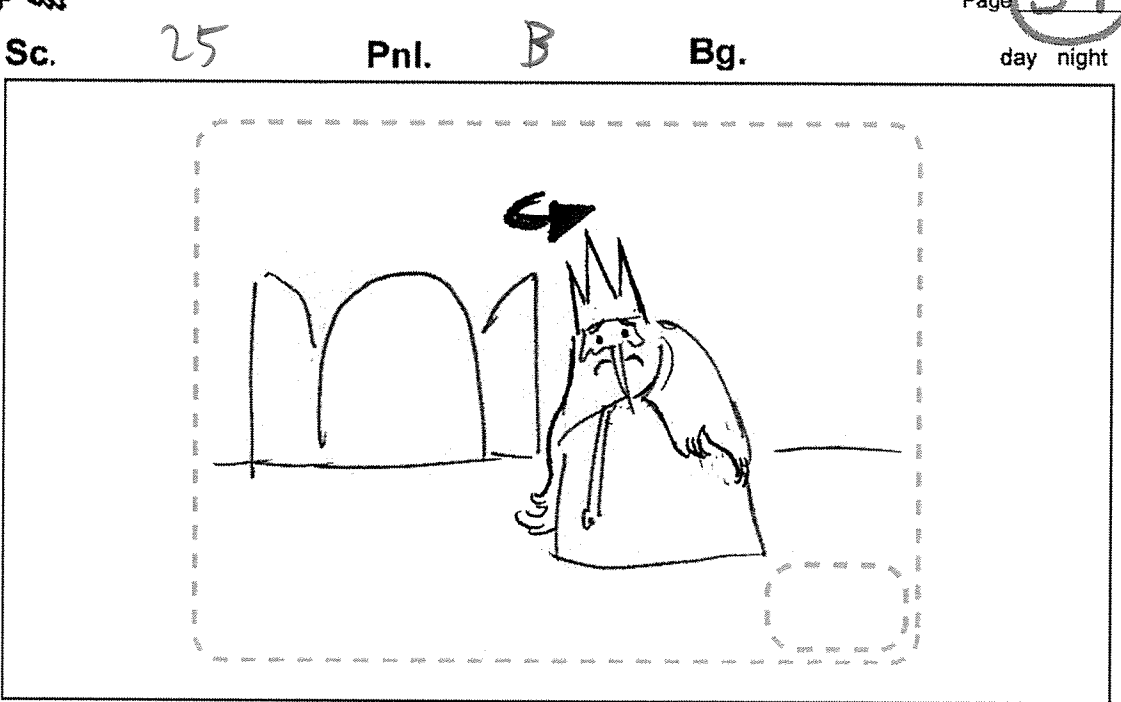
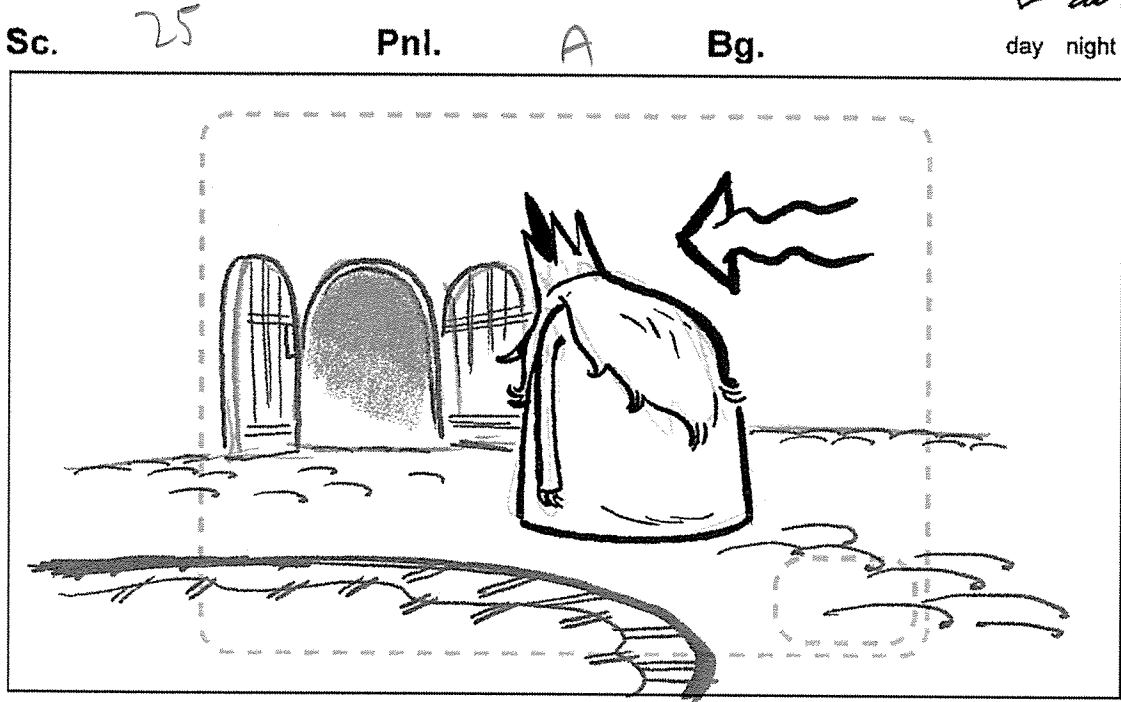


Dialog:
Action: (IK walks out)
Timing:

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Production :

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ADVENTURE TIME

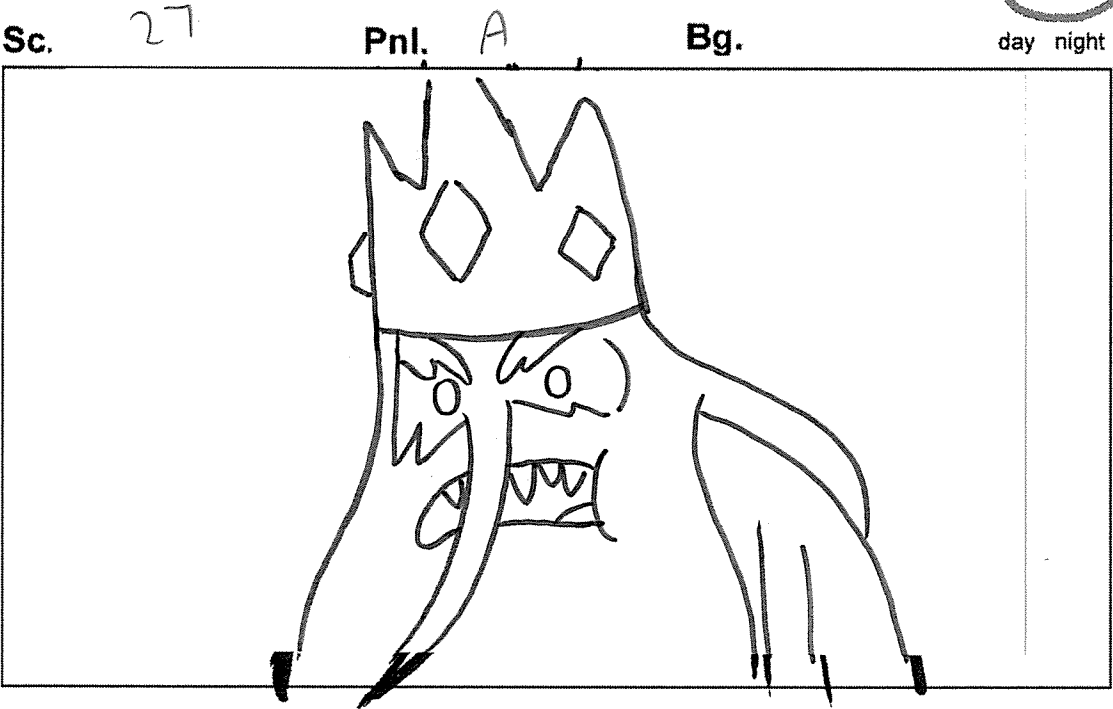
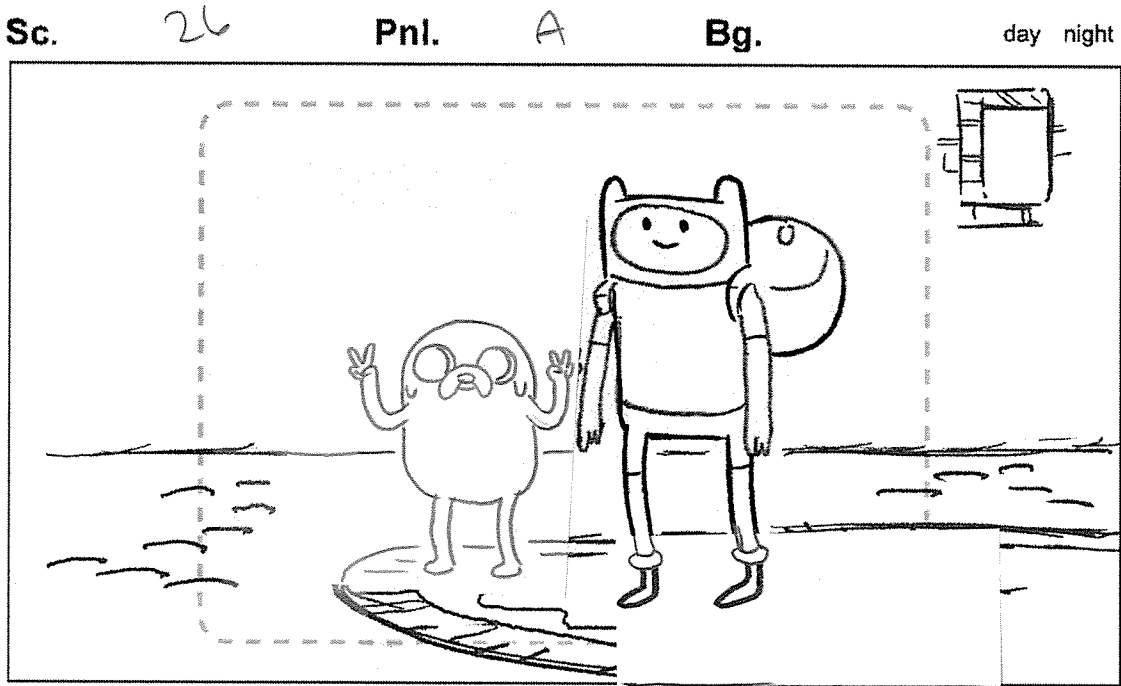


Dialog:
Action:
Timing:

Production :
EPISODE #
100855

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ADVENTURE TIME



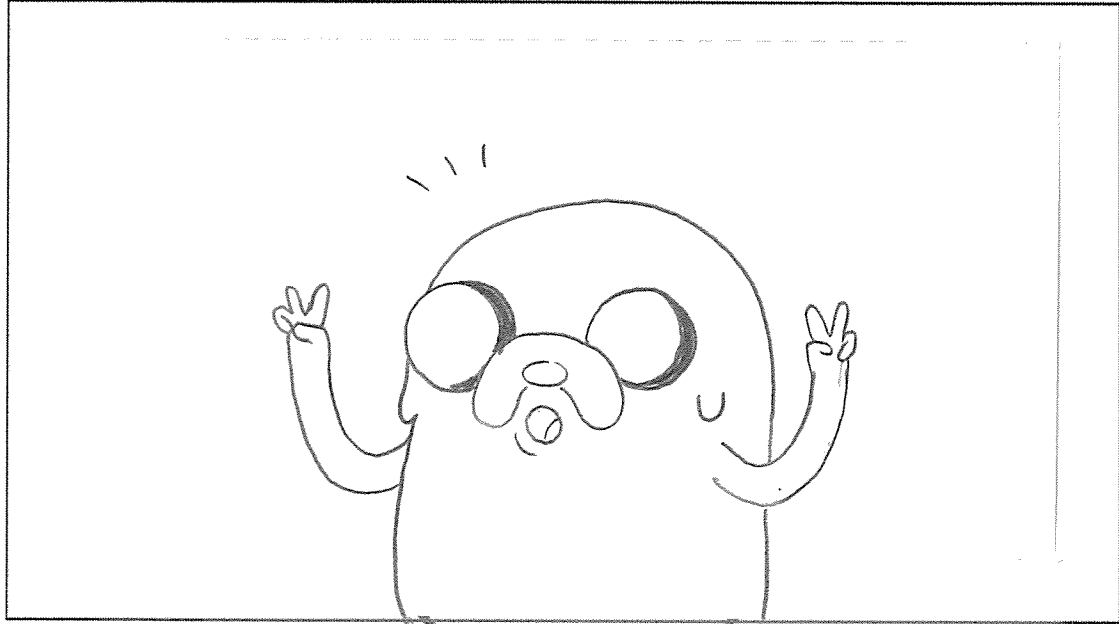
Dialog:	IK: What's up with the peace sign!?
Action:	
Timing:	

EPISODE # 100855
Production :

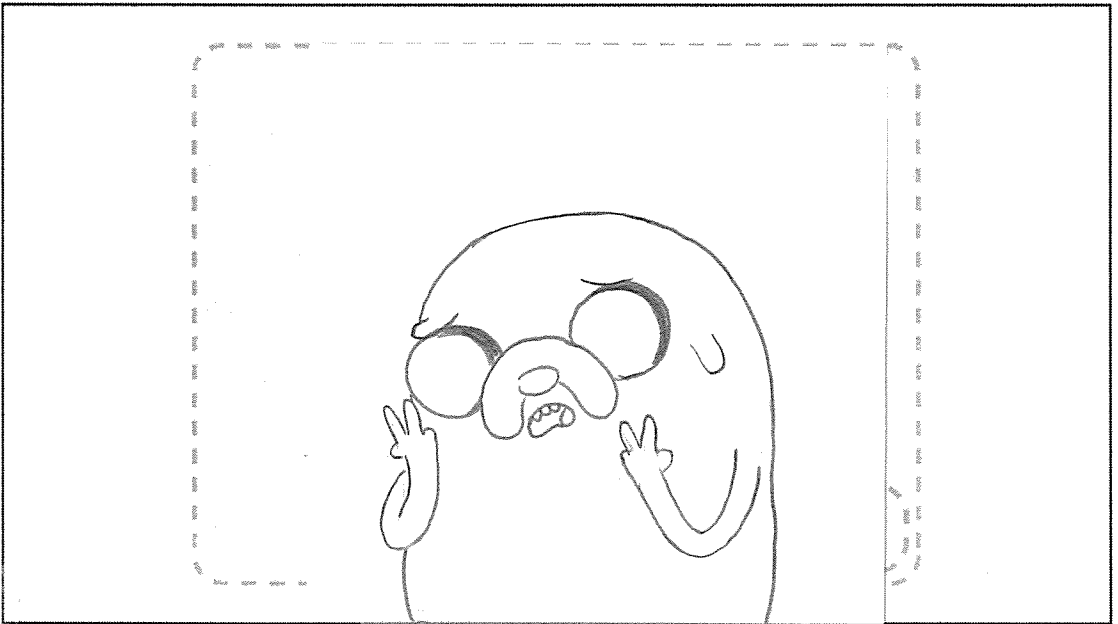
ADVENTURE TIME



Sc. 28 Pnl. A Bg. day night



Sc. 28 Pnl. B Bg. day night



Dialog:	J: Oh ...	J: No ... I was just trying to ...
Action:		
Timing:		

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ADVENTURE TIME



Sc. **28** Pnl. **C** Bg. day night

Sc. **28** Pnl. **D** Bg. day night

Dialog:	J: show you how many weeks you got... (J smiles)
Action:	
Timing:	

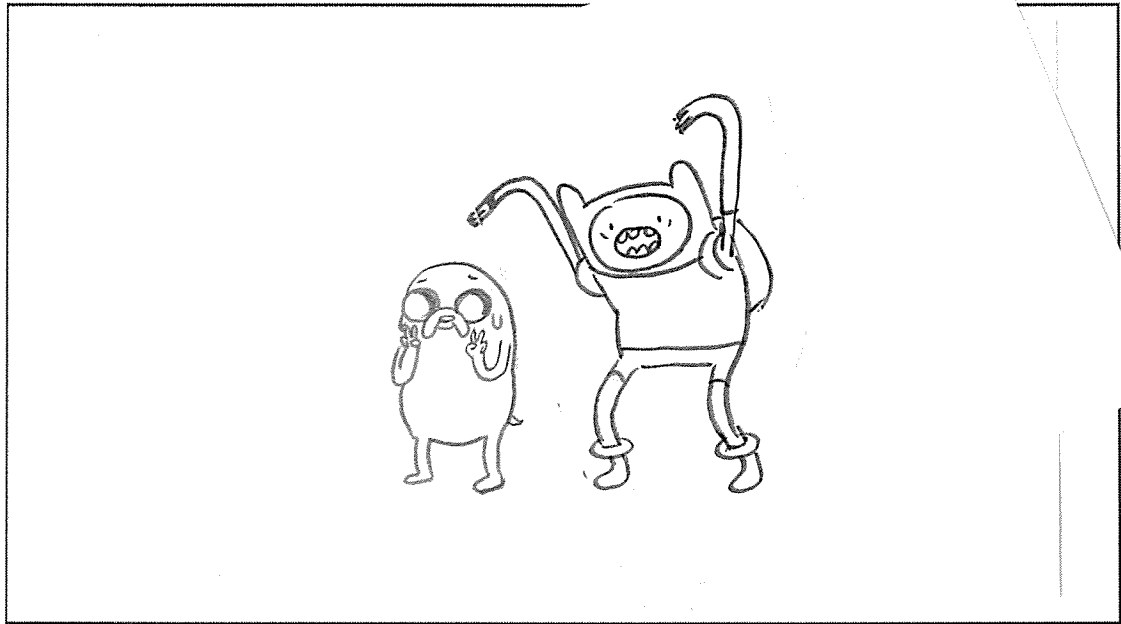
EPISODE # **100855**
Production :

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ADVENTURE TIME

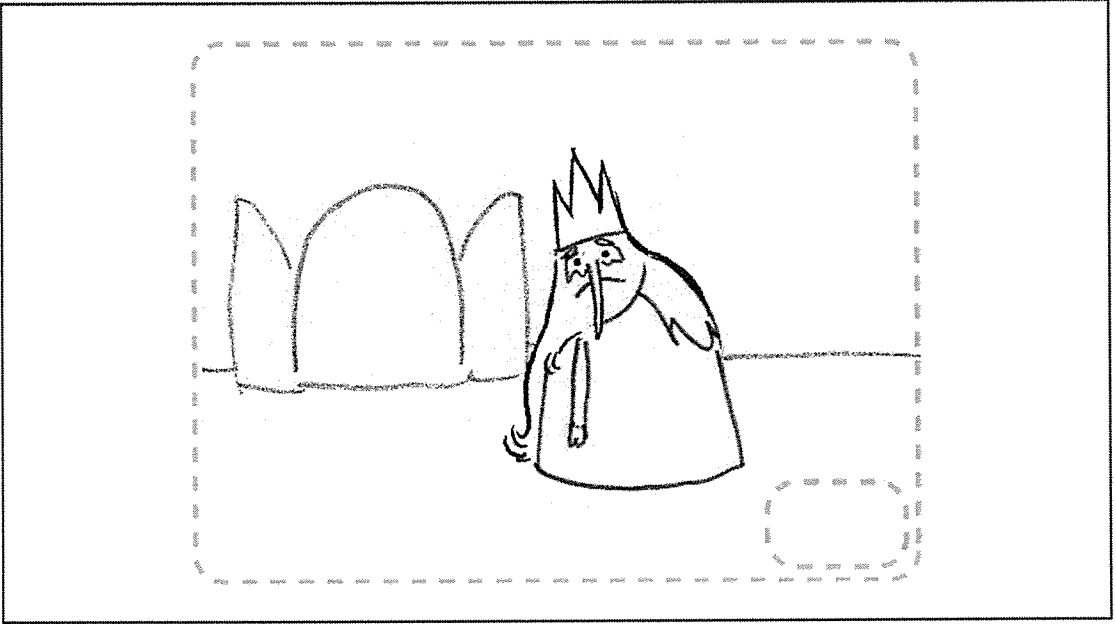


Sc. 29 Pnl. A



day night

Sc. 30 Pnl. A Bg. day night



Dialog:
Action:
Timing:

YOUR GROUNDING BEGINS RIGHT.
NOW ! GET OUTTA
HERE, BUBBLE-BUTT !

EPISODE # 100855

Production :

ADVENTURE TIME



Sc. 30 Pnl. B Bg. day night

Sc. 30 Pnl. C Bg. day night

Dialog:	IK: Arghh !!!	IK: Graahh !!!
Action:	< IK TURN AROUND >	< IK runs out >
Timing:		

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ADVENTURE TIME



Sc. 31 Pnl. A Bg. day night

Sc. 31 Pnl. B Bg. day night

Dialog:	J: haha ...	J: awesome -
Action:		
Timing:		

EPISODE # 100855
Production :

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ADVENTURE TIME



Page 41
day night

Sc.	Pnl.	Bg.	day	night

wipe

Sc.	Pnl.	Bg.	day	night
32	A			

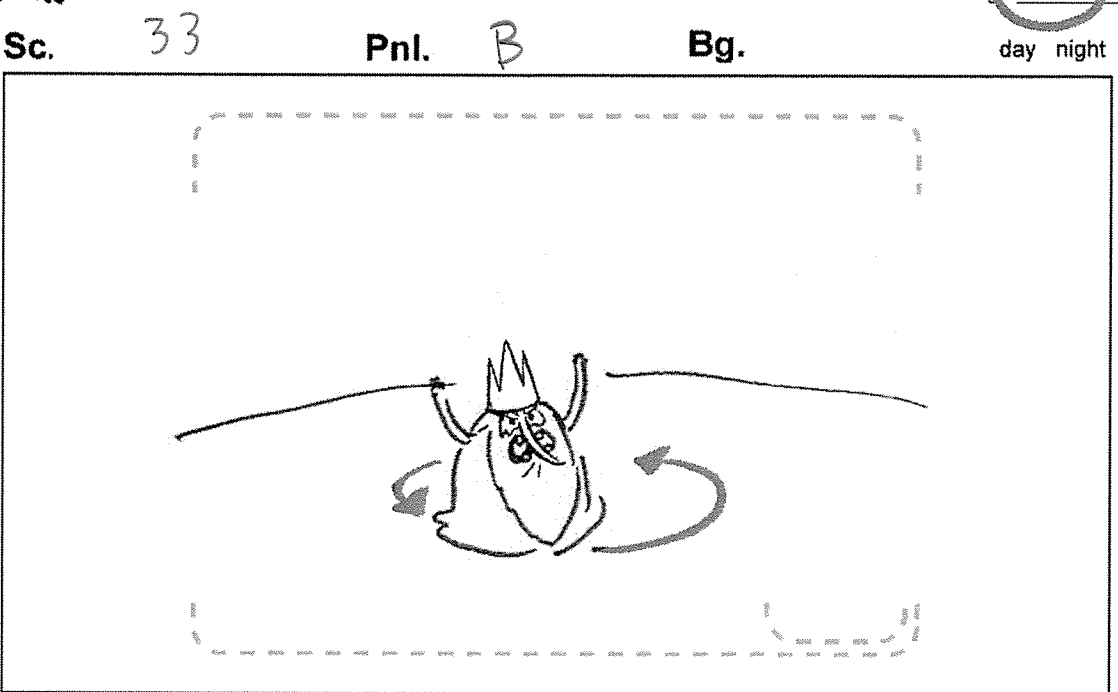
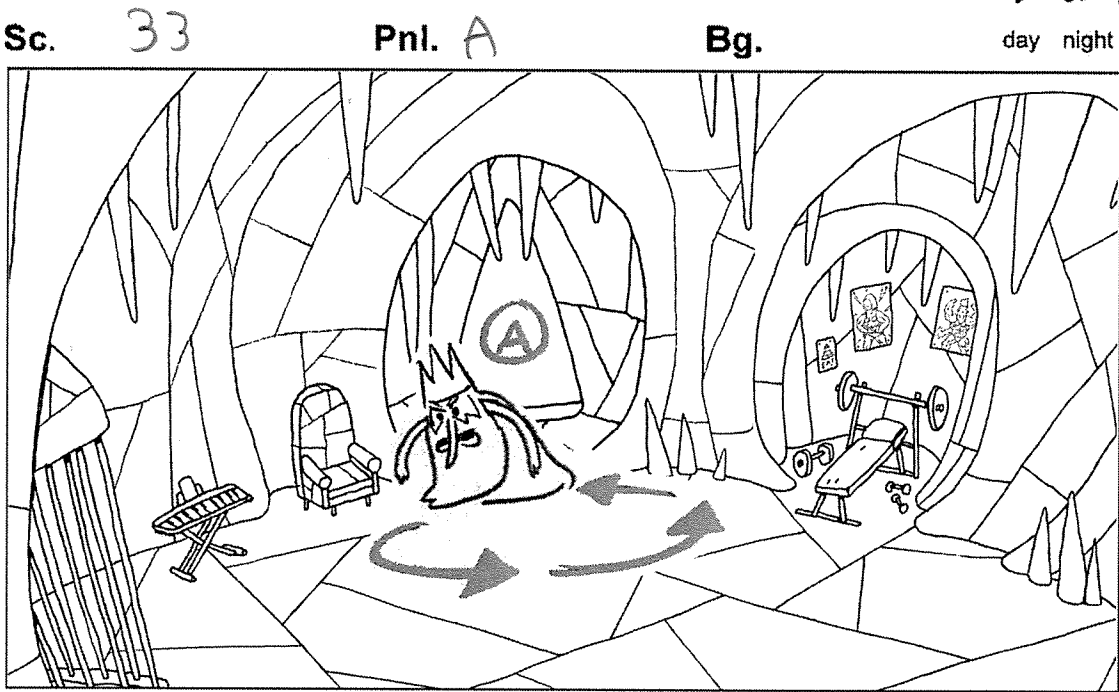
Dialog:	IK: (o.s.) GRAHHHH !!
Action:	wipe to IK's castle.
Timing:	

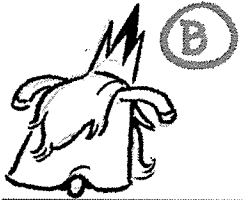
EPISODE # 100855

Production :

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ADVENTURE TIME



Dialog:	IK This is so unfair!!		IK: They're the one's who should be grounded! Not me!!
Action:	(IK pacing around in circle)		
Timing:			

EPISODE # 100855
Production :

ADVENTURE TIME



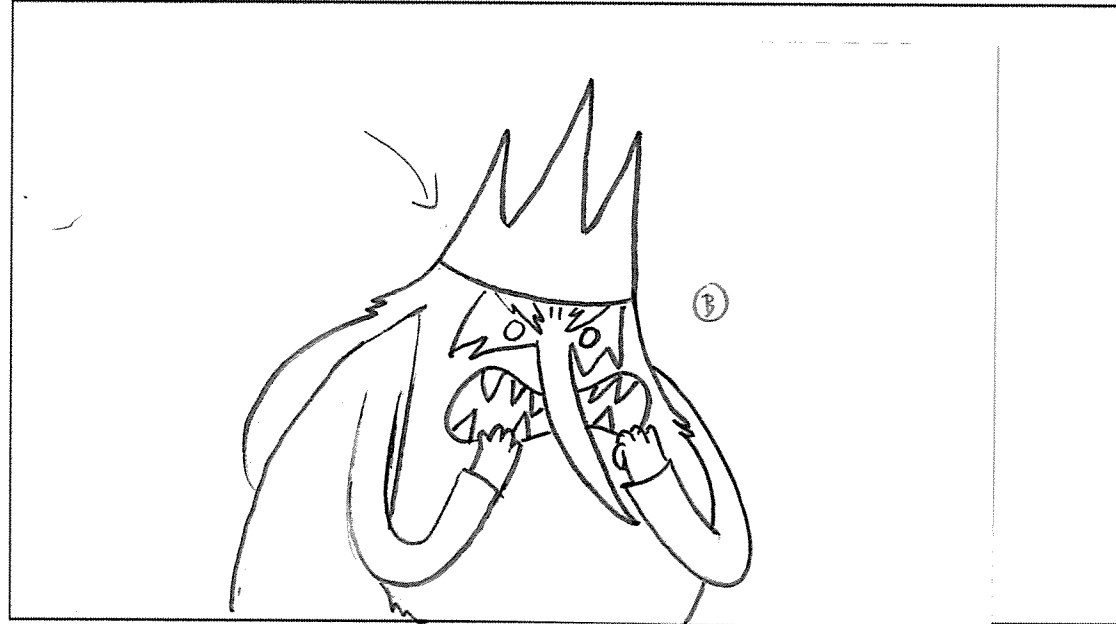
Page **43**
day night

Sc. 34

Pnl. A

Bg.

day night

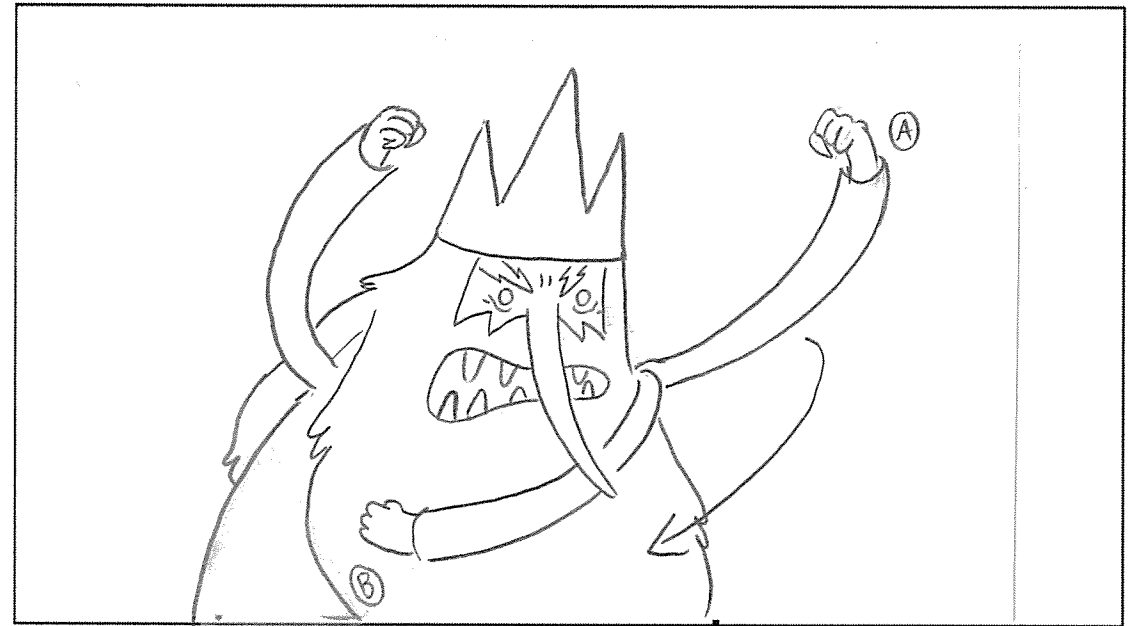


Sc. 34

Pnl. B

Bg.

day night



Dialog:

Ik: oook ~!
I'm so mad! I could just...

Ac

Tir



IK! HIT THEM!!

(IK swings arm)

EPISODE # 100855

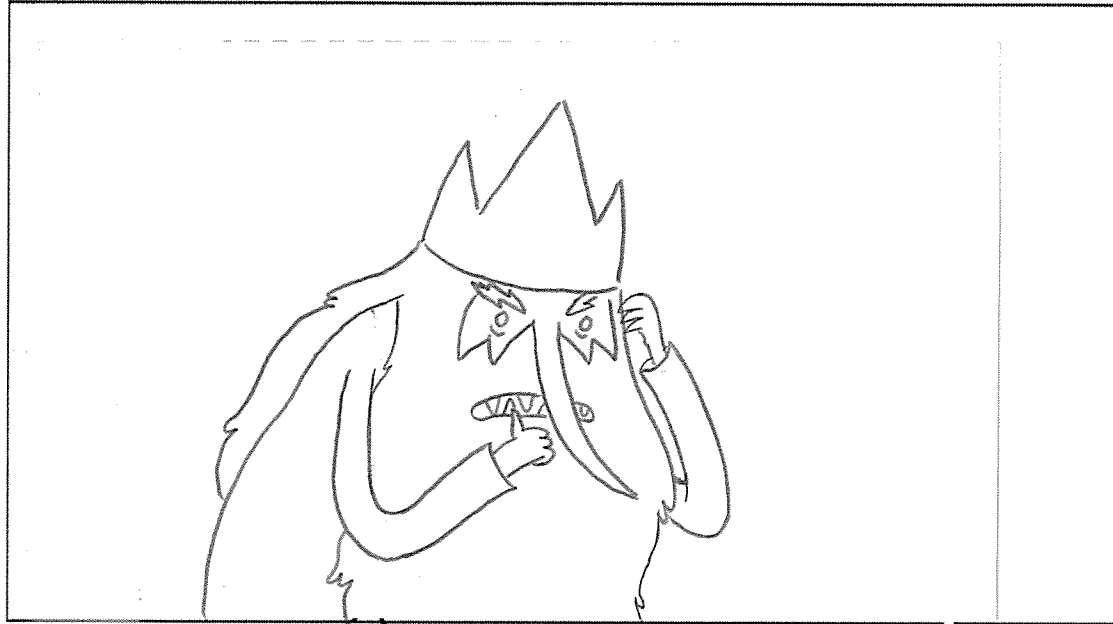
Production :

ADVENTURE TIME



Page 44
day night


Sc. 34 Pnl. C Bg. day night



Sc. 34 Pnl. D Bg. day night



Dialog:	IK: If only I could hit them without leaving the castle..	
Action:	(IK biting his fingernail)	
Timing:		



(beat)

100855
EPISODE #

Production :

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ADVENTURE TIME



Sc. 34 Pnl. E Bg. day night

Sc. A Bg. day night

Dialog:
Action: (IK walks off screen)
Timing:
(IK sits in front of computer)

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ADVENTURE TIME



Sc. 35 Pnl. B Bg. day night

Sc. 35 Pnl. C Bg. day night

Dialog:	IK: Hi t . . . ma . . . n . .	IK: hmm . . .
Action:	(IK typing)	(IK leans forward)
Timing:		

EPISODE # 100855
Production :

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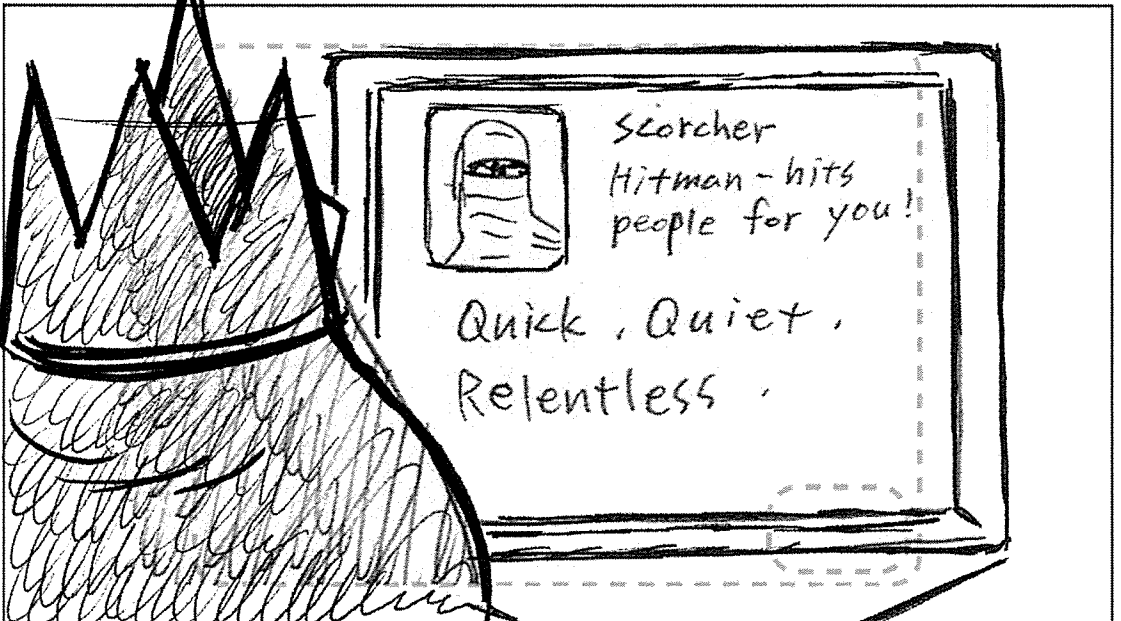
ADVENTURE TIME



Sc. 35 Pnl. D Bg. day night



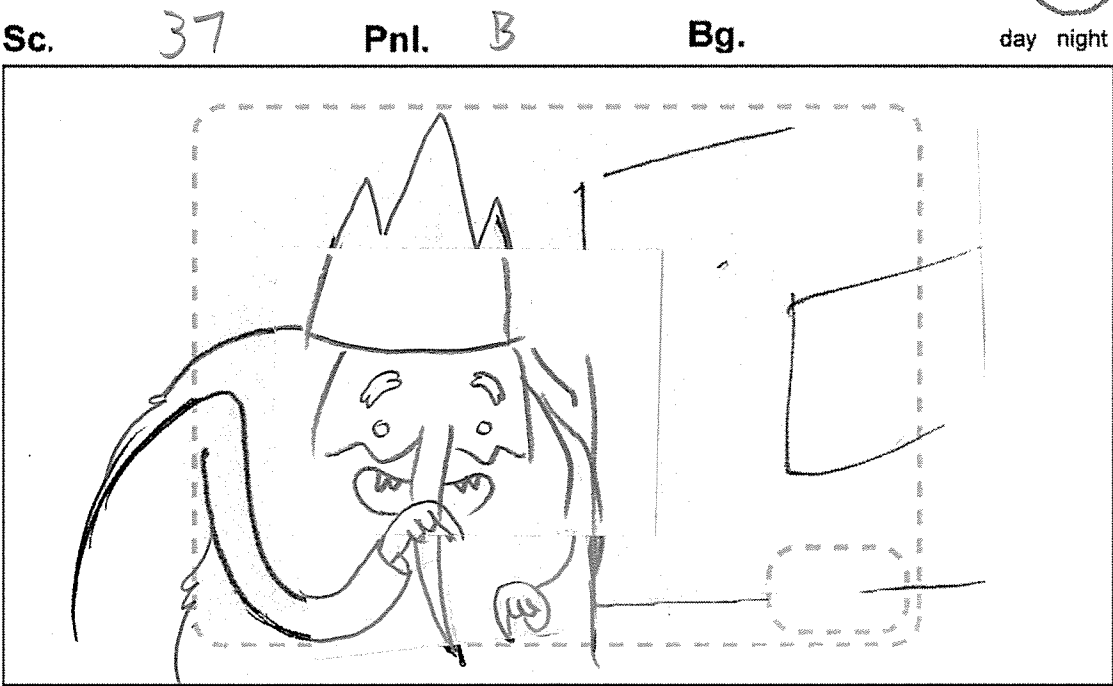
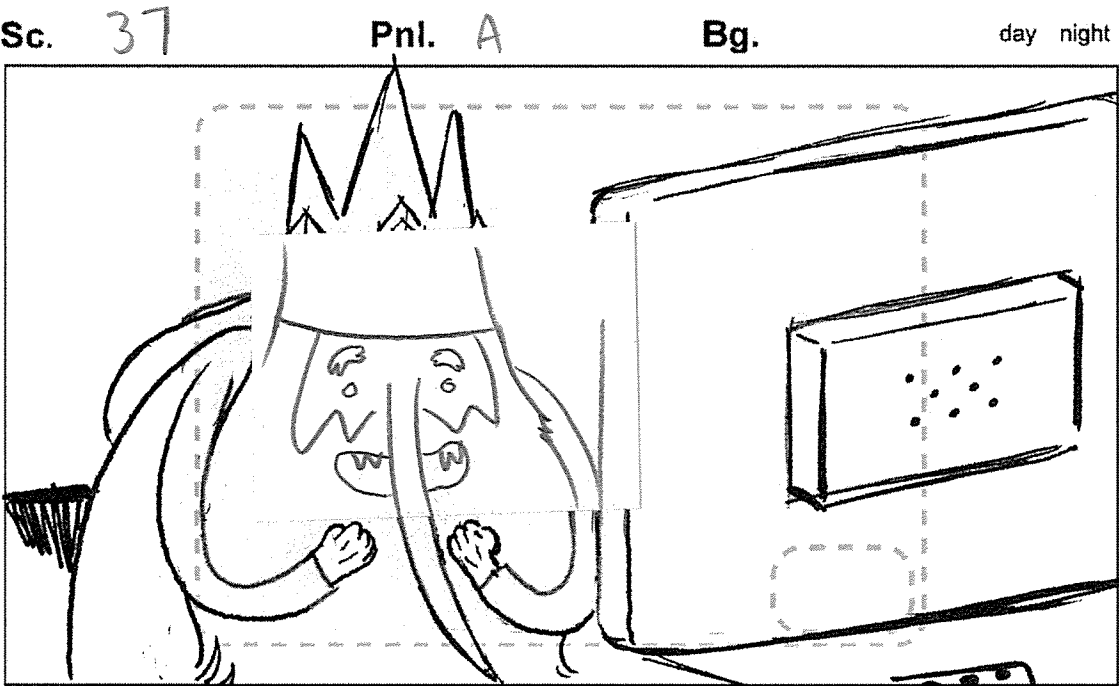
Sc. 36 Pnl. A Bg. day night



Dialog:	IK= ooh !!
Action:	
Timing:	

EPISODE # 100855
Production :

ADVENTURE TIME



Dialog:	IK: perfect -	IK: Dear mr scorchier I would like you you to hit two people by the way Neat name Love... The Ice King..
Action:		
Timing:		

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Production :

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ADVENTURE TIME

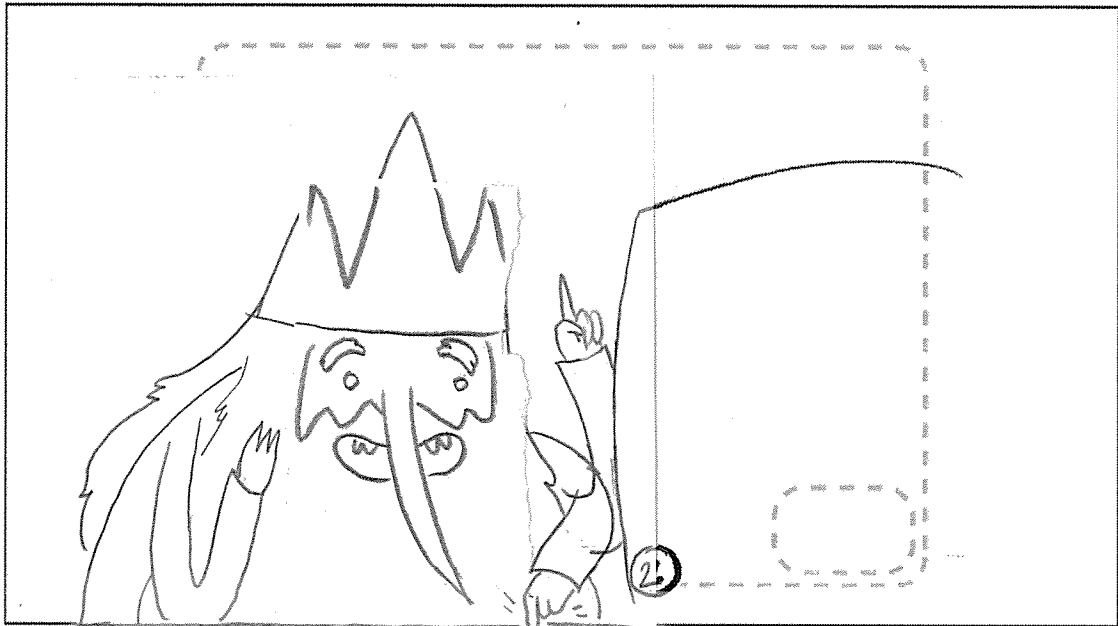


Sc. 37

Pnl. C

Bg.

day night

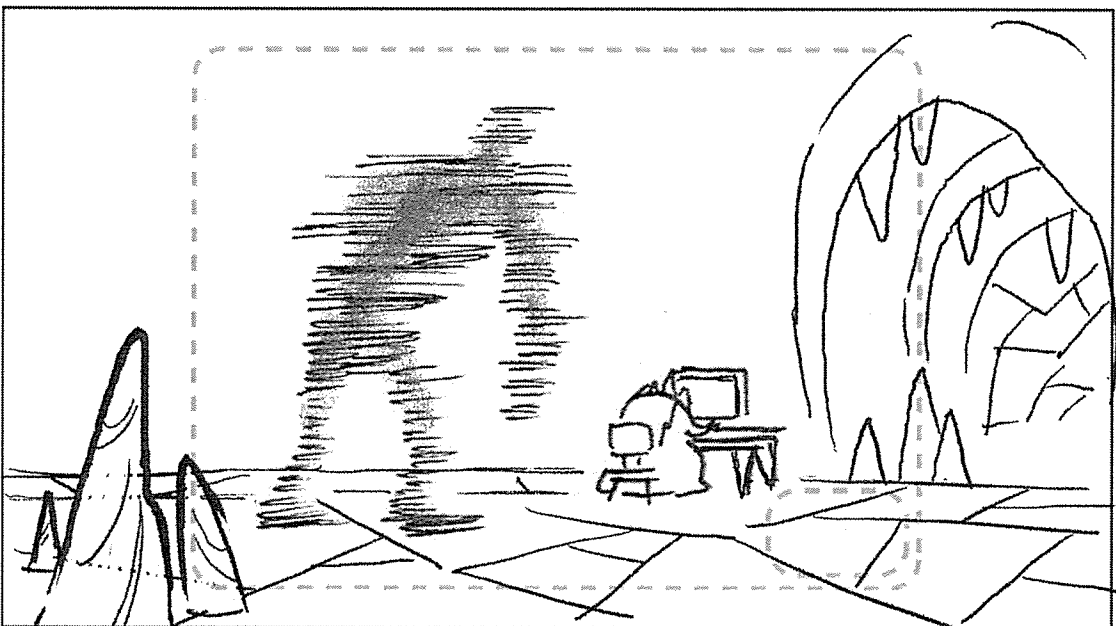


Sc. 38

Pnl. A

Bg.

day night



Dialog:

IK: hee hee hee

Action:

(IK types SEND)
(FX: email being sent)

(Scorcher appears)
SFX

Timing:

EPISODE # 100855

Production :

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ADVENTURE TIME



Sc. **38** Pnl. **B** Bg. day night

Sc. **39** Pnl. **A** Bg. day night

Dialog: **IK: Ahhh !!**

Action:

Timing:

IK: Whoa . . .

EPISODE # **100855**

Production :

ADVENTURE TIME



Page

51

Sc.

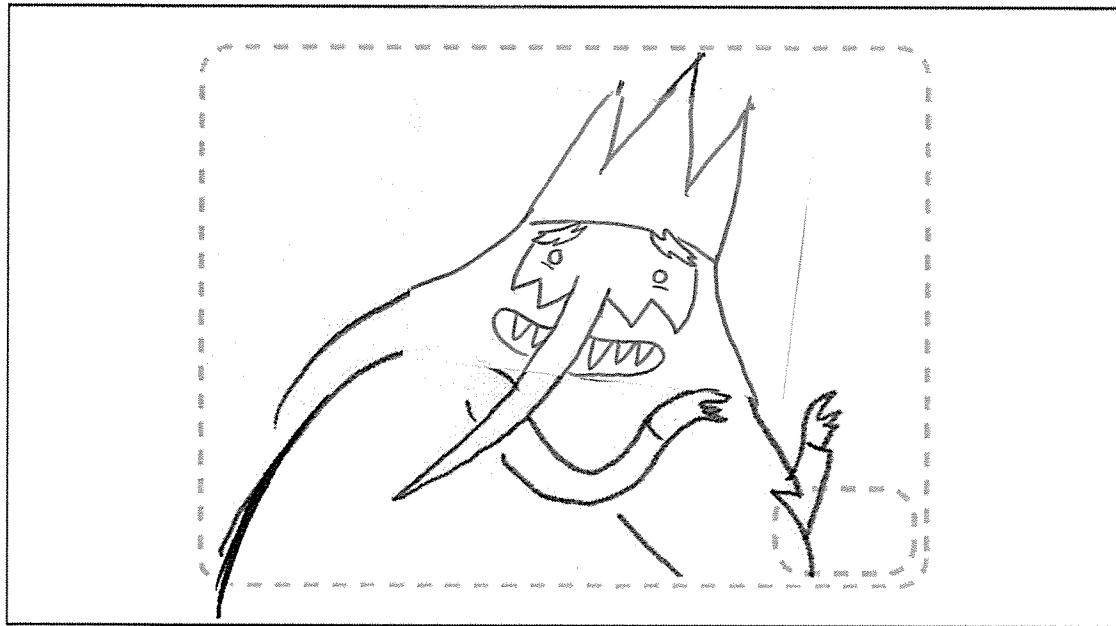
39

Pnl.

B

Bg.

day night



Sc.

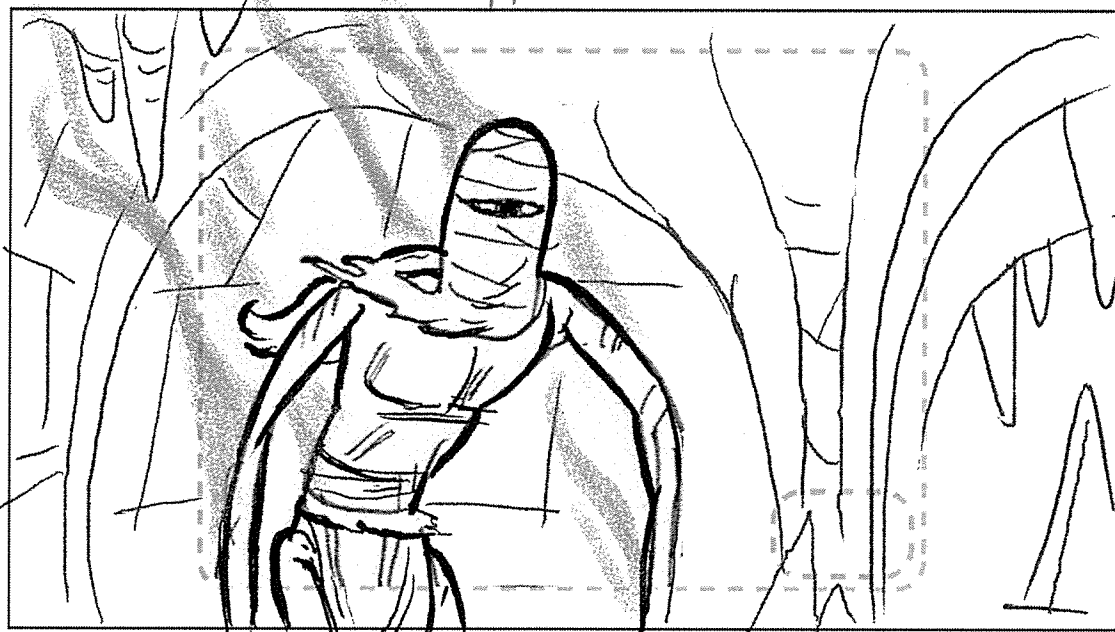
40

Pnl.

A

Bg.

day night



Dialog:

IK: You are fast..

S:

Action:

Timing:

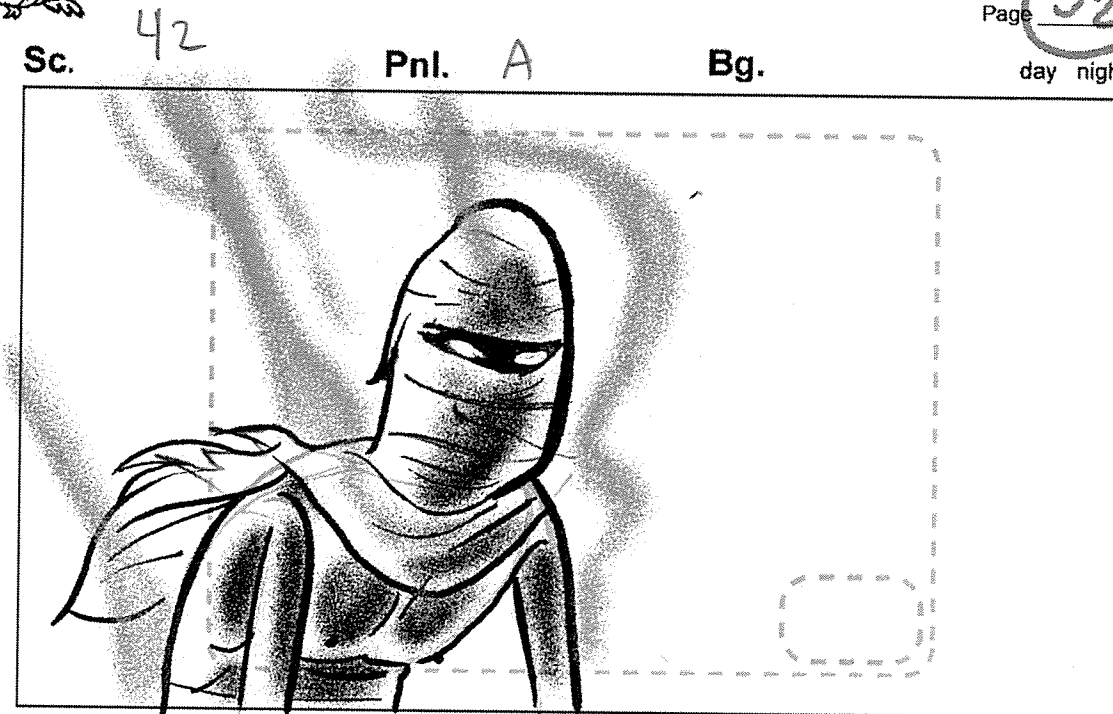
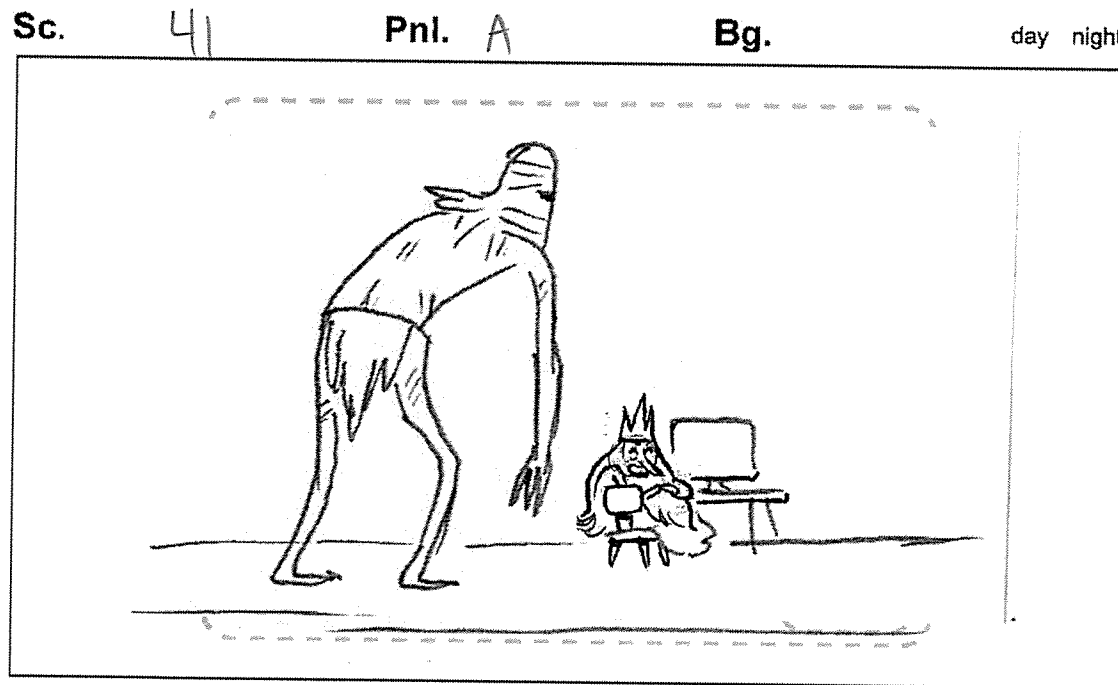
EPISODE #

100855

Production :

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ADVENTURE TIME



Dialog: **IK: and quiet...**

Action:

Timing:

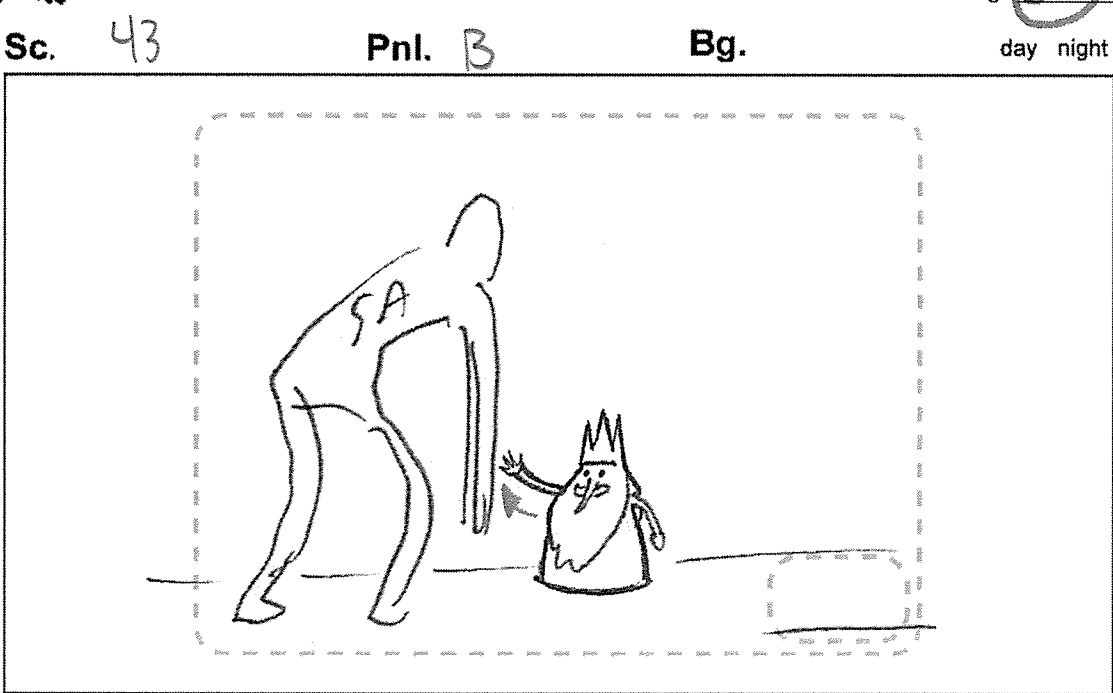
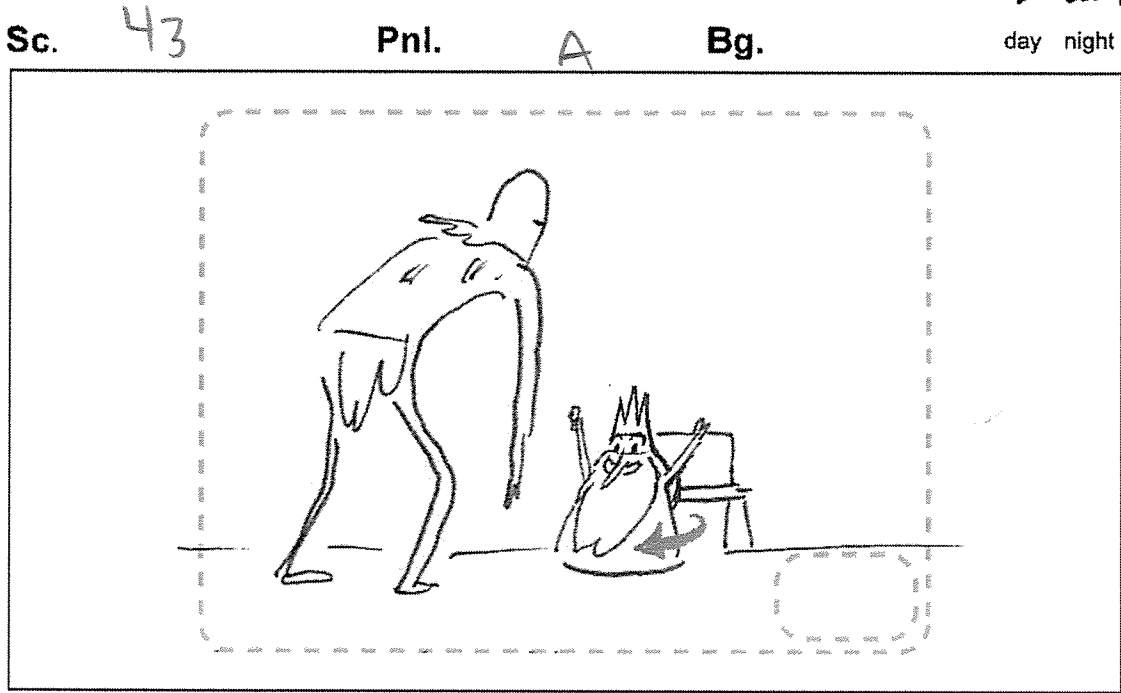
**Ikim and very good at dramatic
silence... I like it.**

Production :

EPISODE #

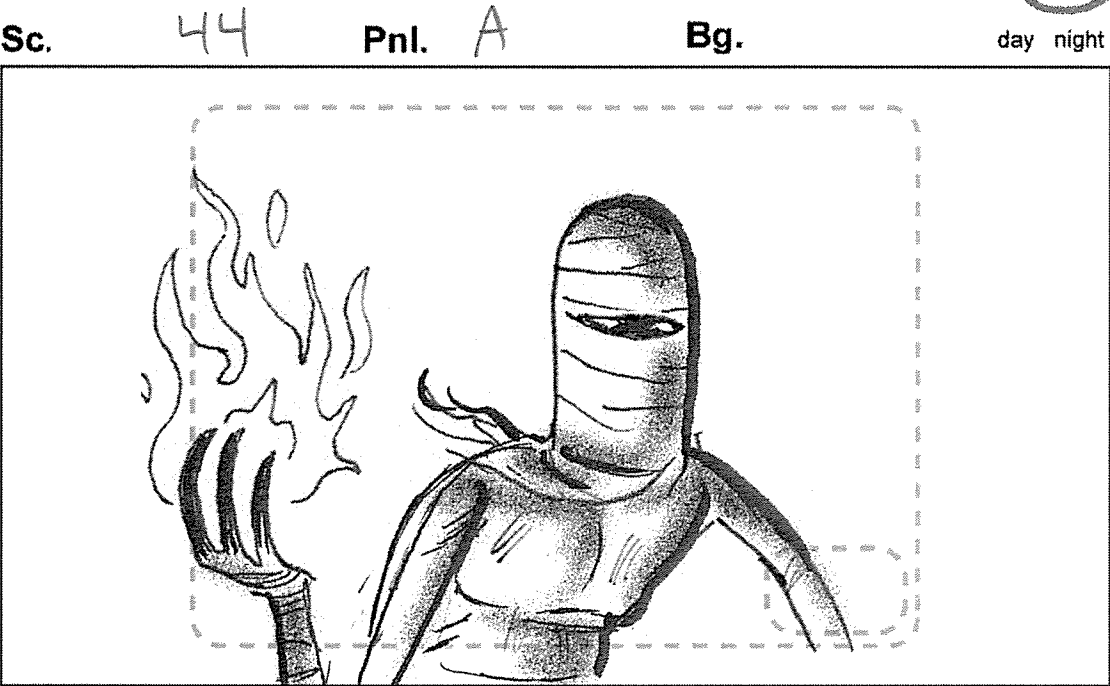
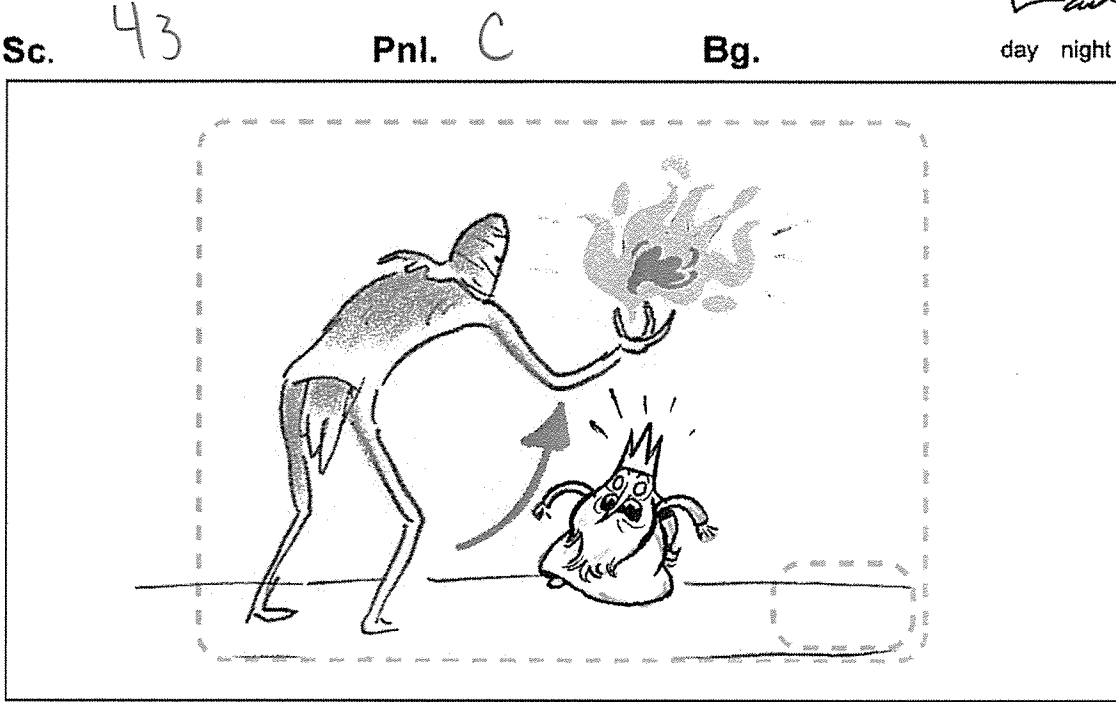
100855

ADVENTURE TIME



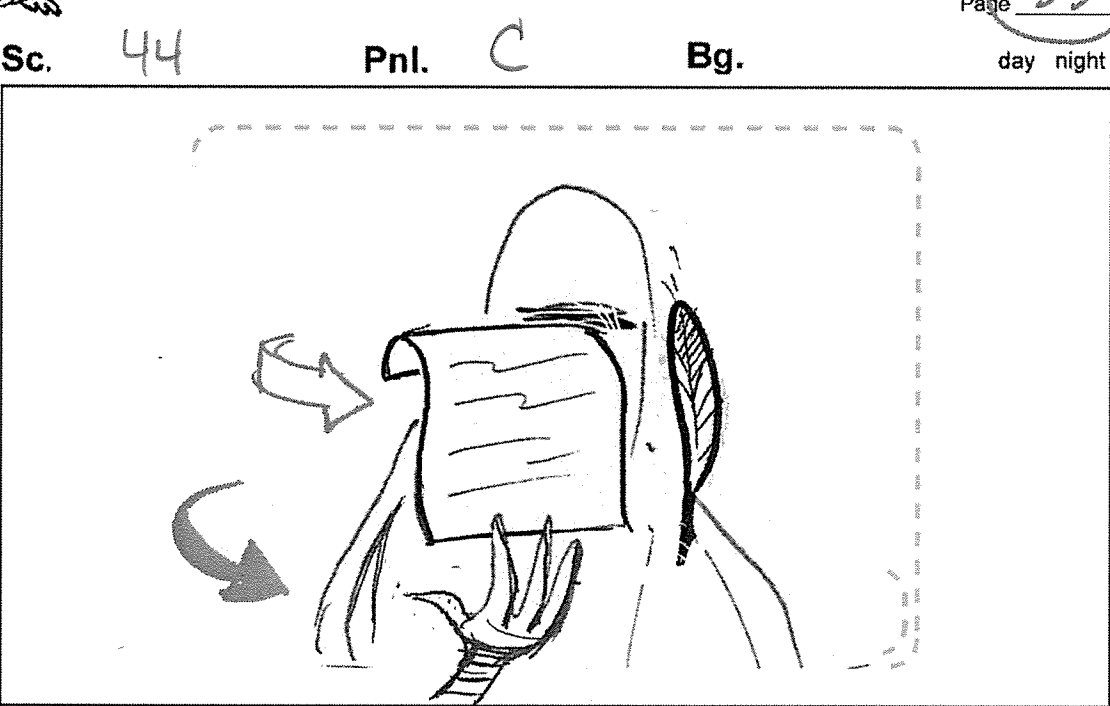
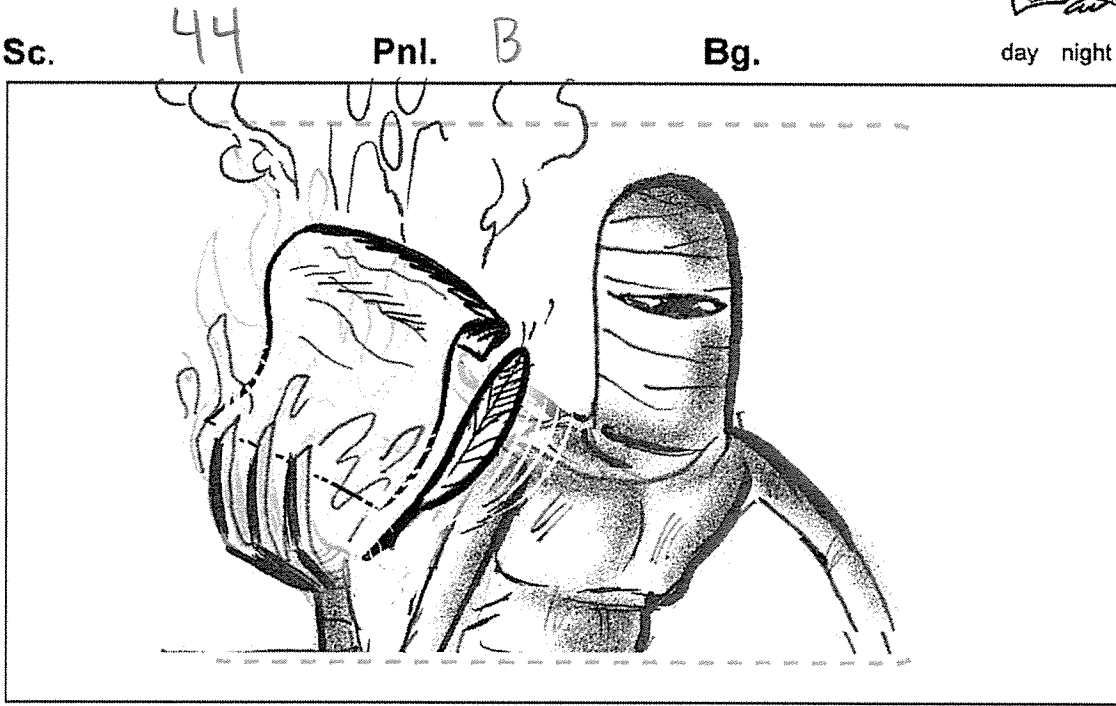
Dialog:	IK: Right !! So how do we do this ??	IK: We shake hands or . . .
Action:	(IK gets up)	
Timing:		

ADVENTURE TIME



Dialog:
IK: Ahh!!!
Action:
(S raises hand and fire lights up.)
Timing:

ADVENTURE TIME



Dialog:	
Action:	(Fire fade away . contract & pen appears)
Timing:	

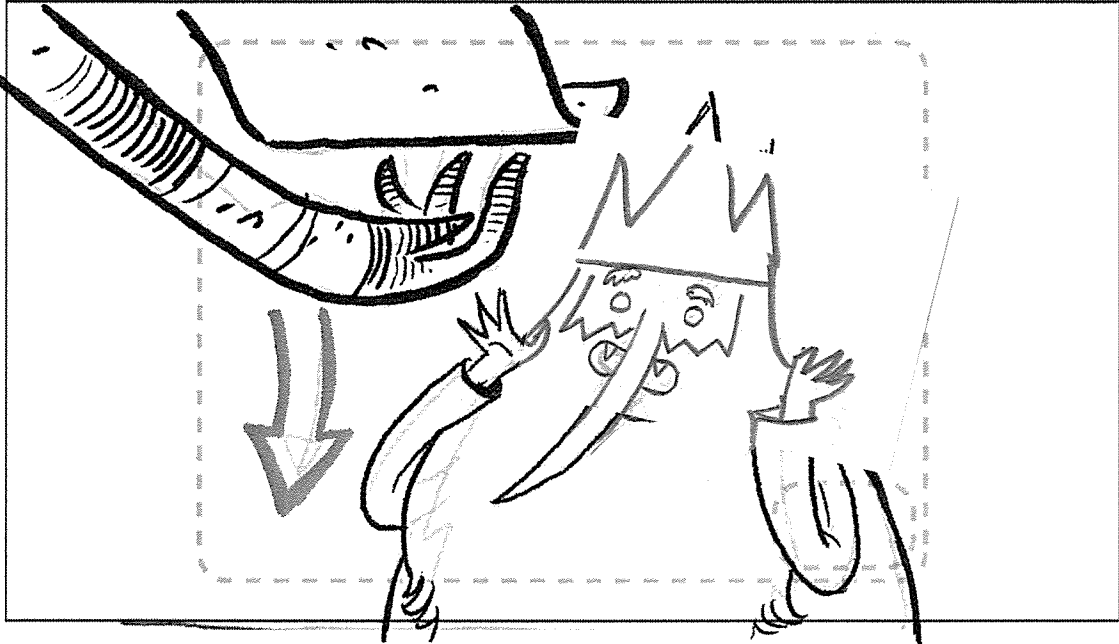
EPISODE # 100855

Production :

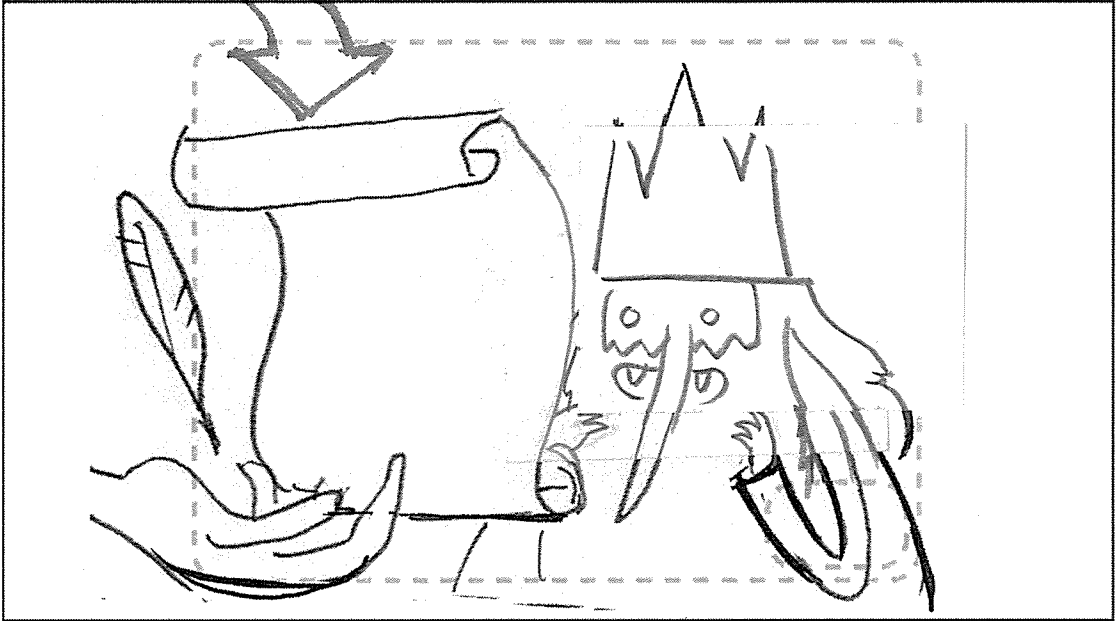
ADVENTURE TIME



Sc. 45 Pnl. A Bg. day night



Sc. 45 Pnl. B Bg. day night



Dialog:	IK: Ahhhh... IK: A contract..
Action:	SCORCHER LOWERS HIS HAND & CONTRACT IN FRONT OF I.K. —
Timing:	

EPISODE # 100855
Production :

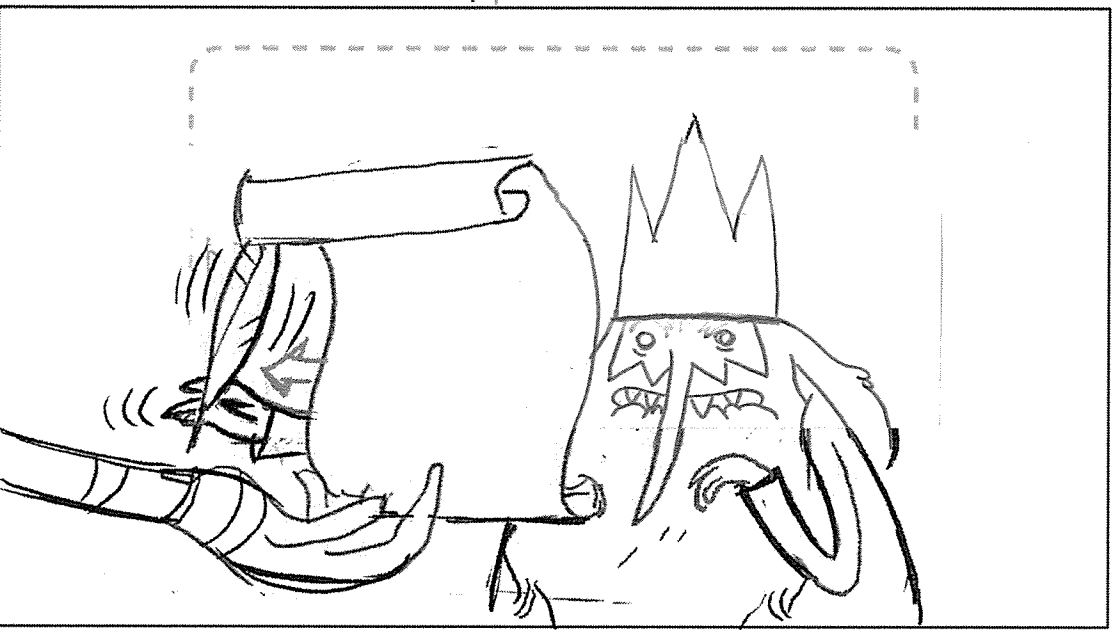
ADVENTURE TIME



Sc. 46 Pnl. A Bg. day night



Sc. 47 Pnl. A Bg. day night



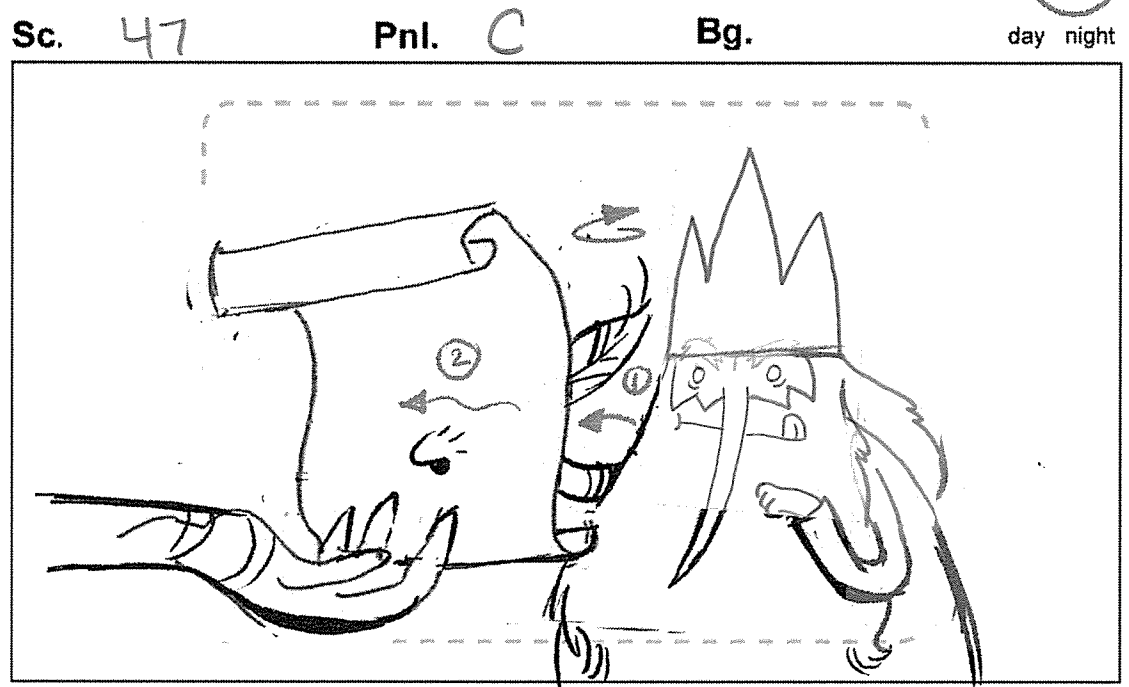
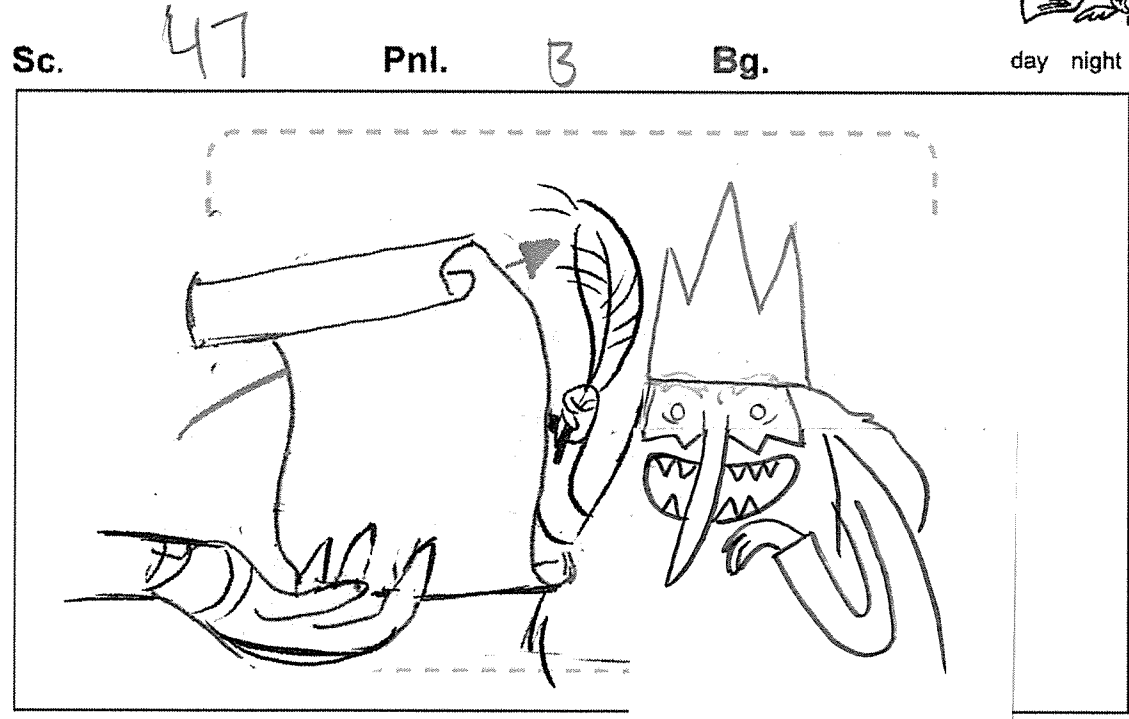
Dialog:
Action:
Timing:

(IK grabs pen)

EPISODE # 100855

Production :

ADVENTURE TIME

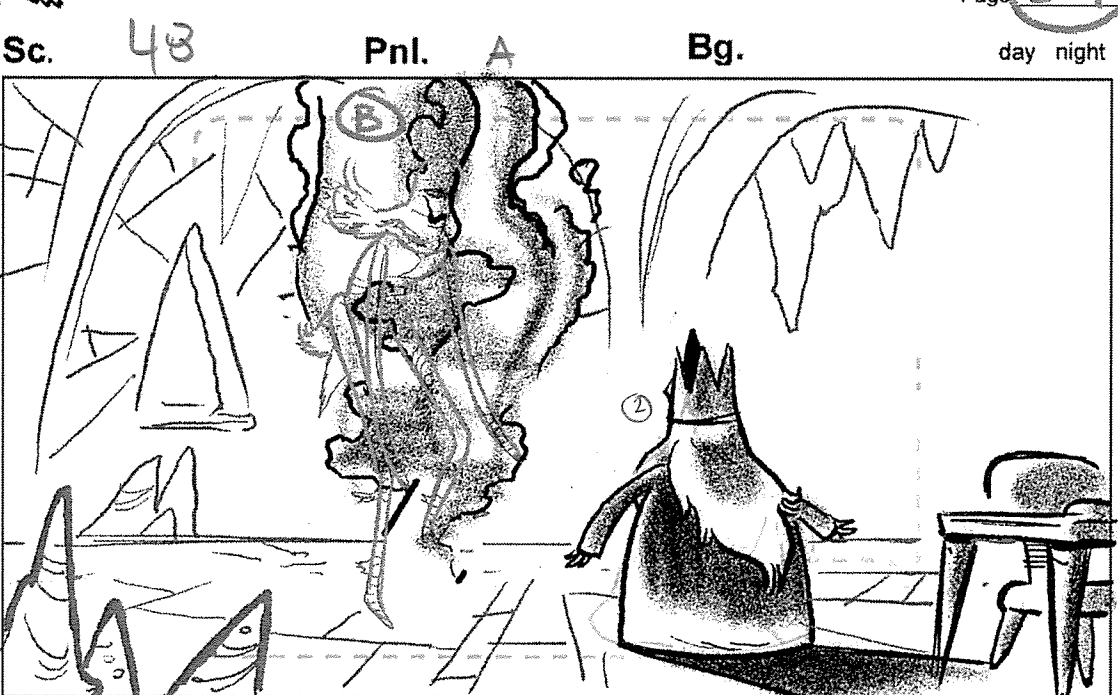
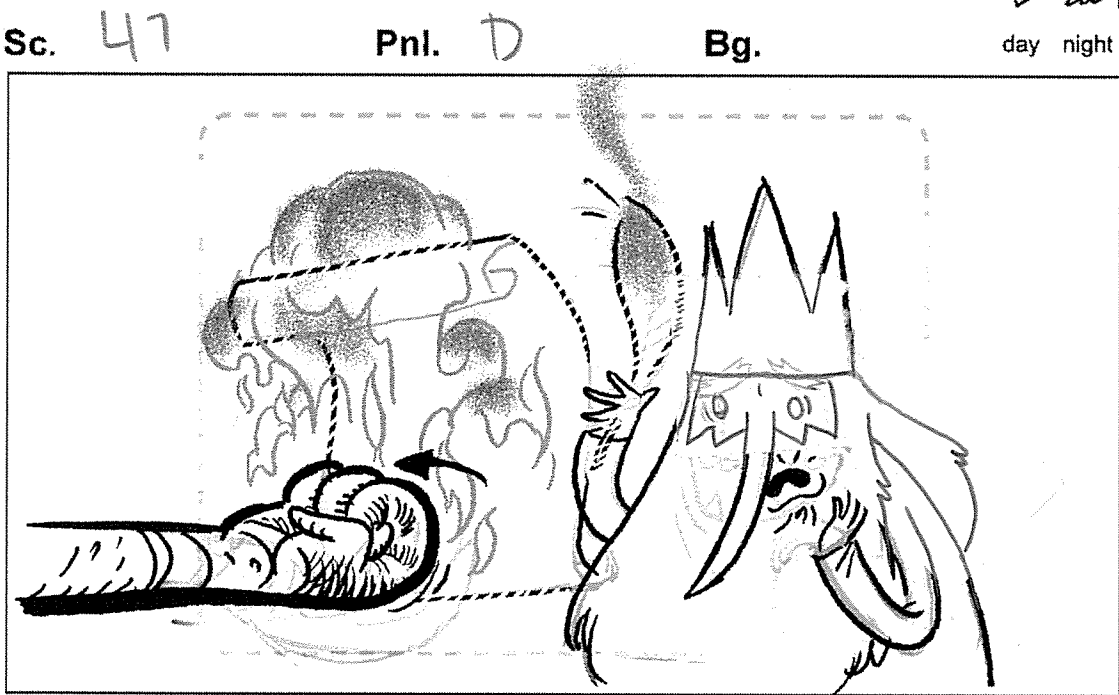


Dialog:
IK: Finn and Jake...
Action:
(IK signs)
Timing:

EPISODE # 100855

Production :

ADVENTURE TIME



Dialog:

Action: (contract disappears) (S disappears)

Timing:

EPISODE # 100855

Production :

ADVENTURE TIME



Page

60

Sc.

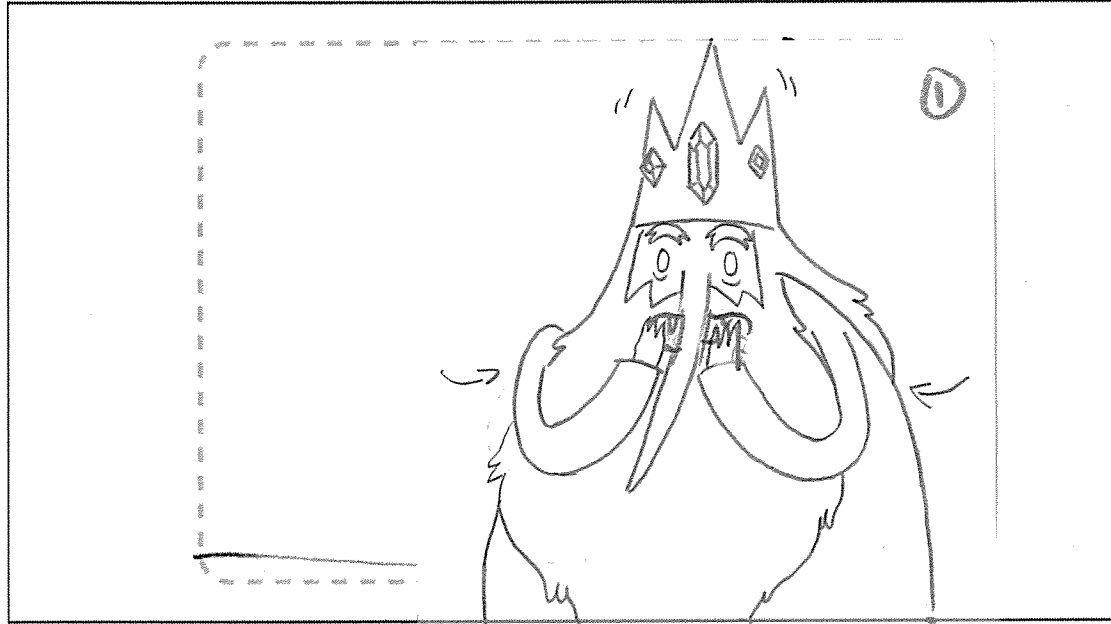
49

Pnl.

A

Bg.

day night



Sc.

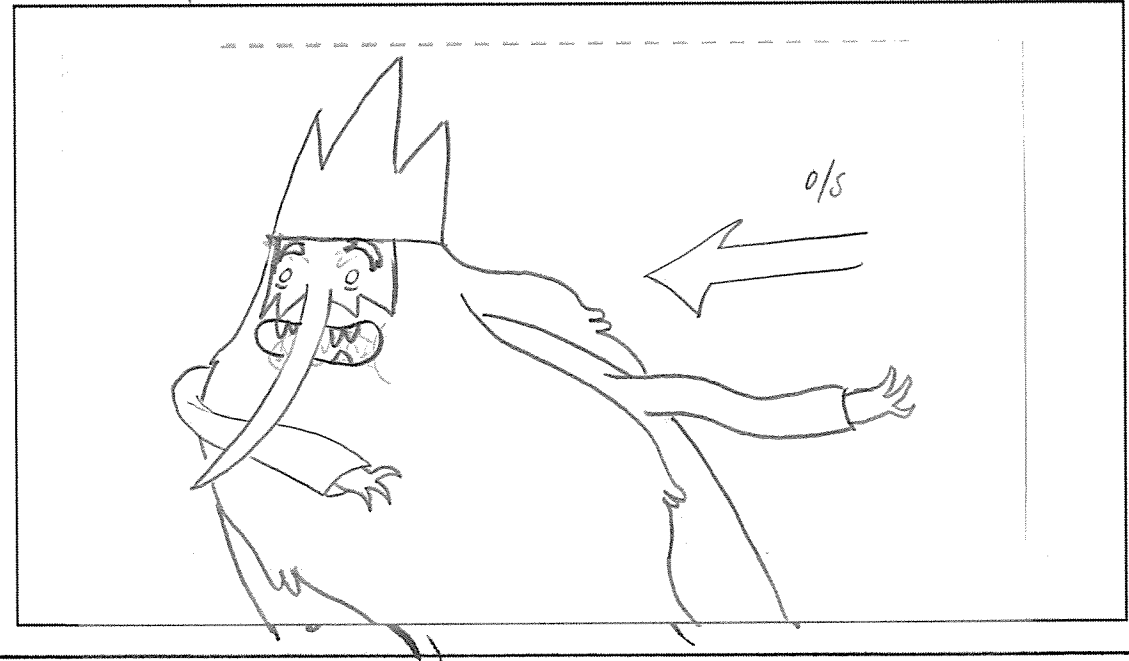
49

Pnl.

B

Bg.

day night



Dialog:

IK: Whoa¹! Haha!²

Action:

Timing:



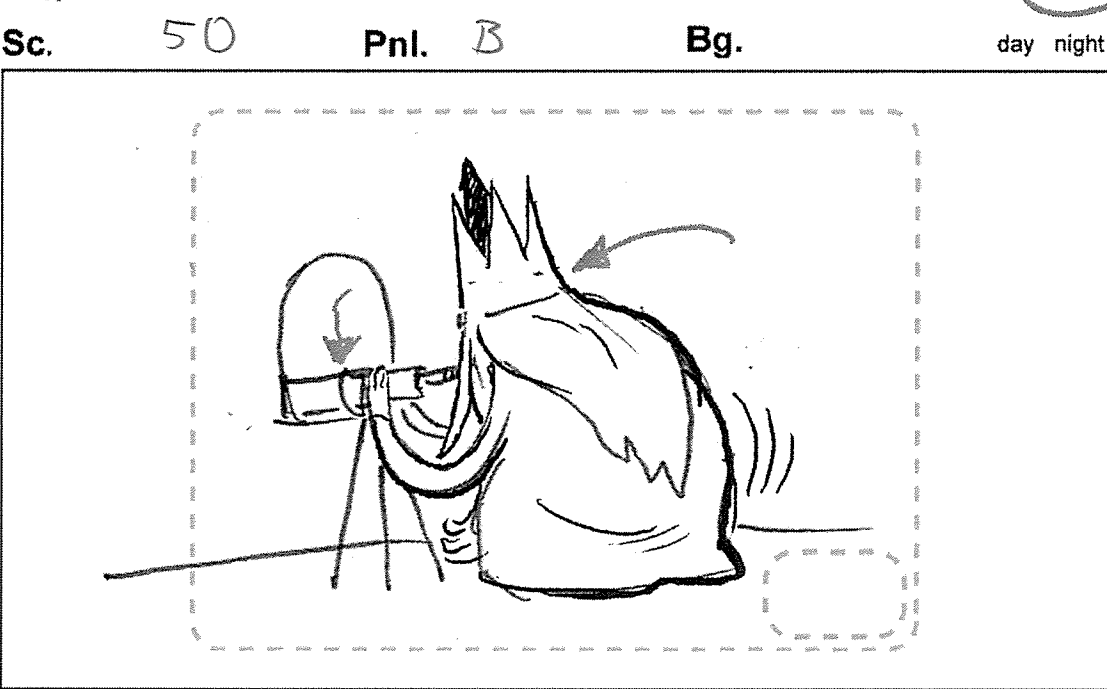
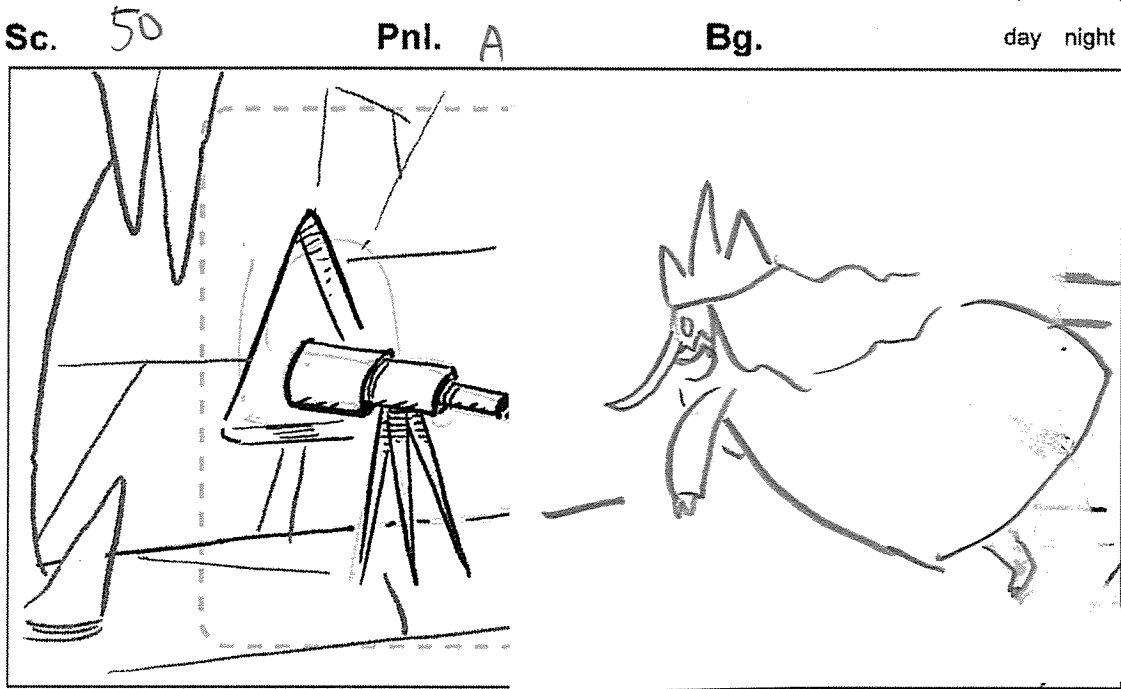
(IK) WOOSH

(IK runs to
his telescope)

EPISODE # 100855

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 100855

Production :

ADVENTURE TIME

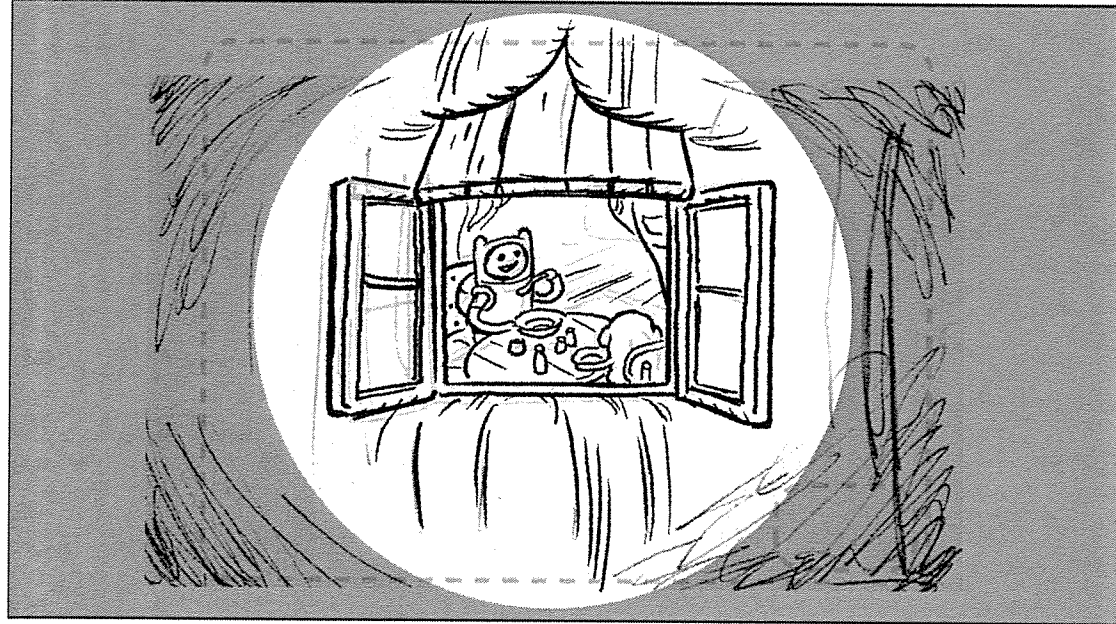


Sc. 51

Pnl. A

Bg.

day night

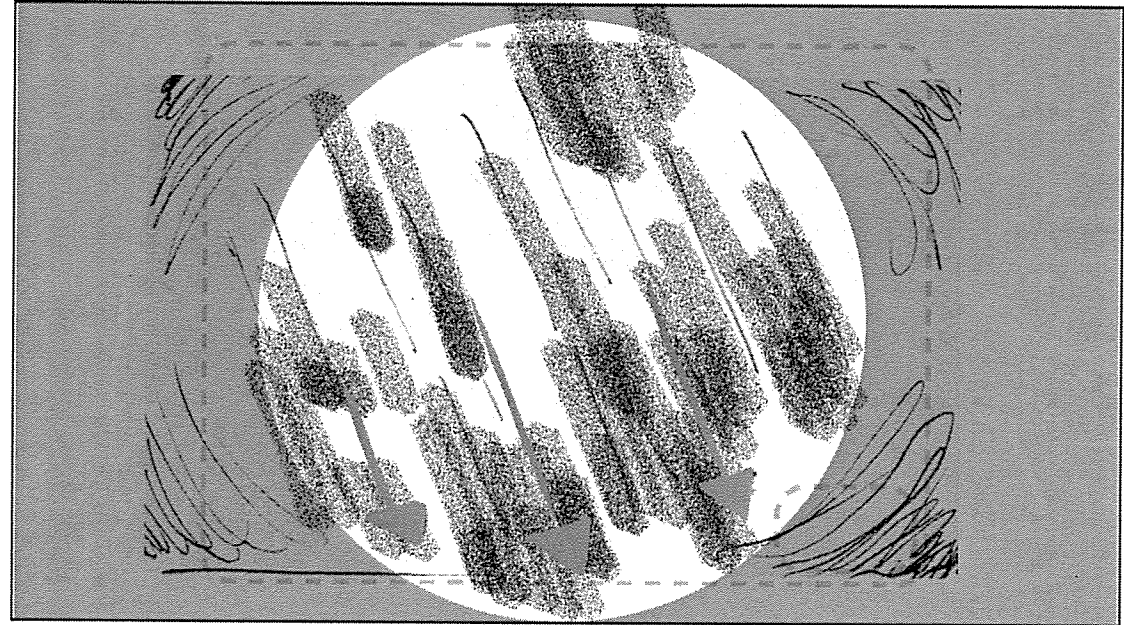


Sc. 51

Pnl. B

Bg.

day night



Dialog:

Action:

(F&J eating dinner)

(IK moves telescope downwards)

Timing:

100855

EPISODE #

Production :

ADVENTURE TIME

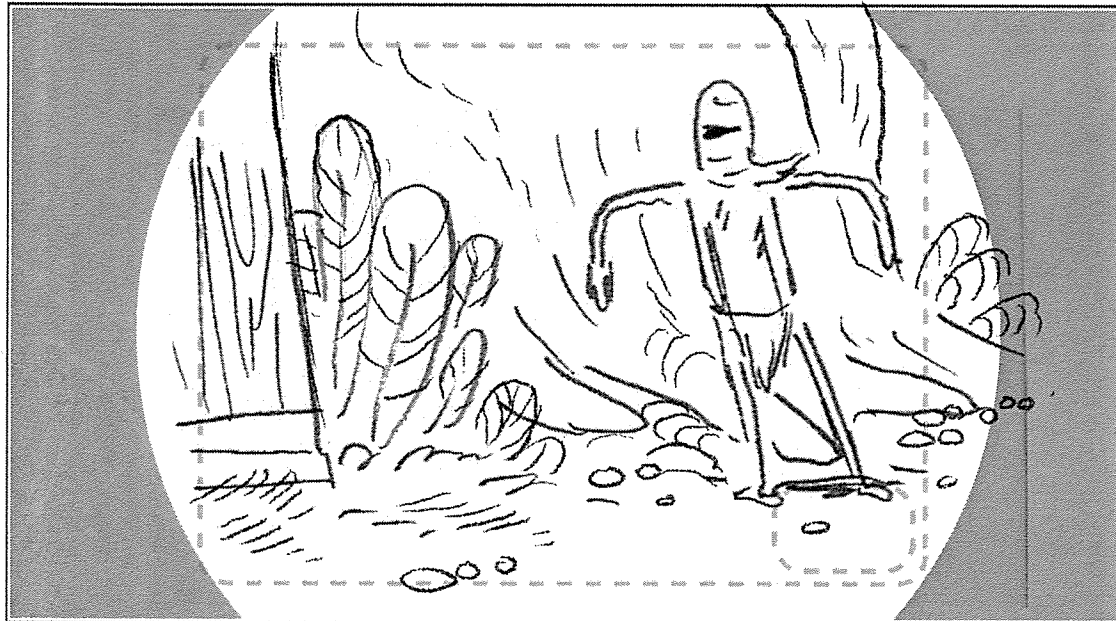


Sc. 51

Pnl. C

Bg.

day night



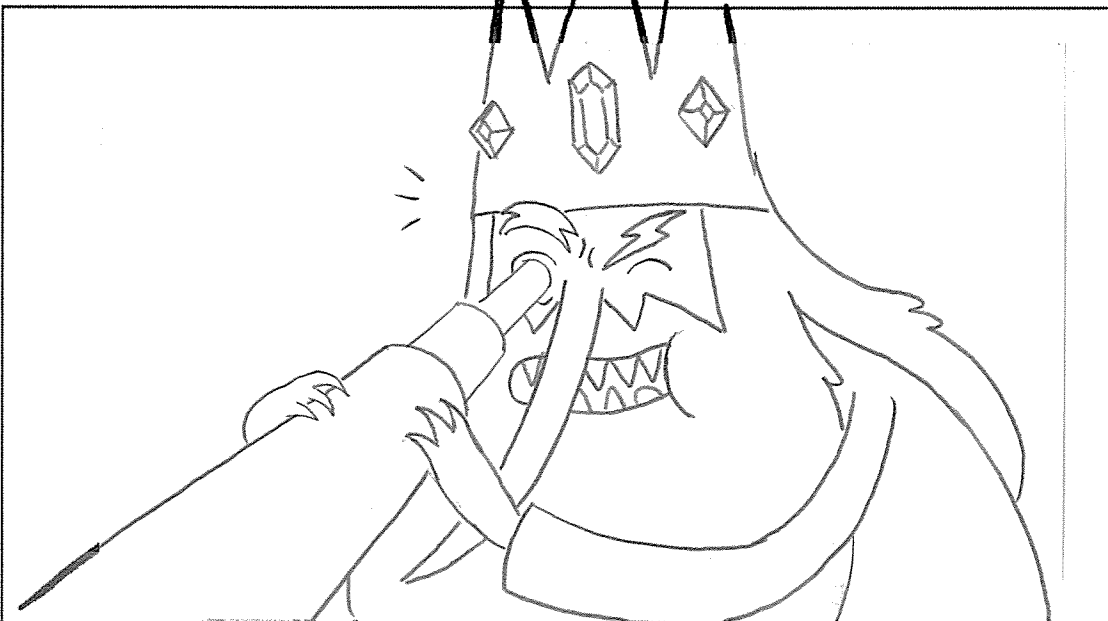
Sc.

52

Pnl. A

Bg.

Page 63
day night



Dialog:

IK: Hah!
There he is!

Action:

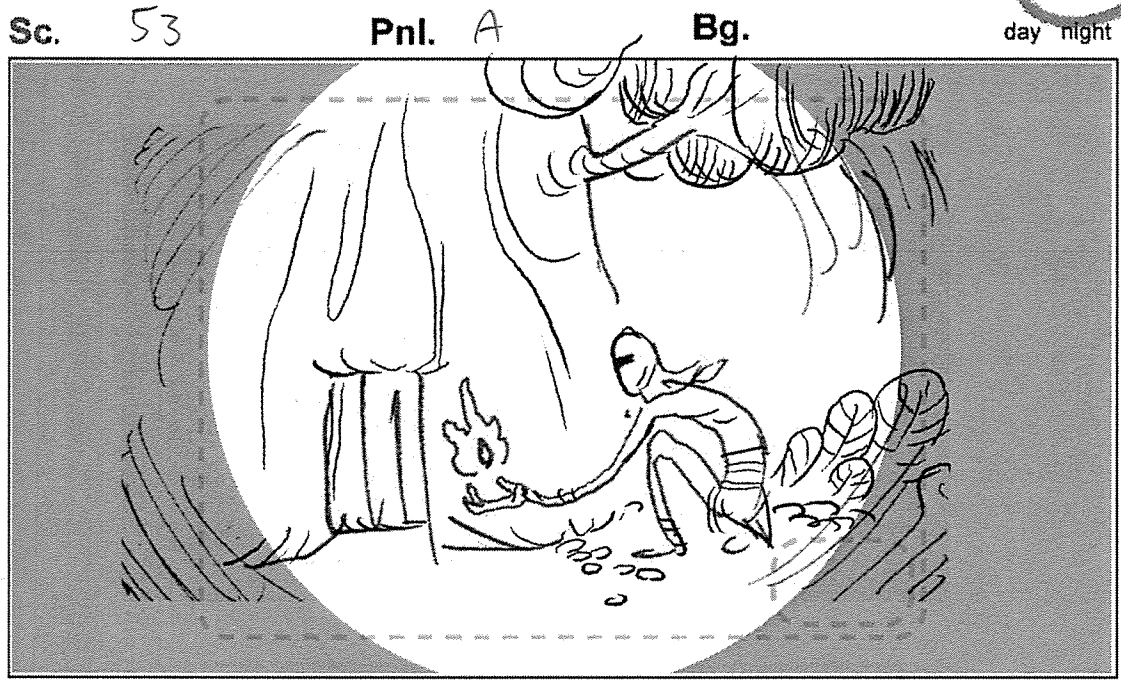
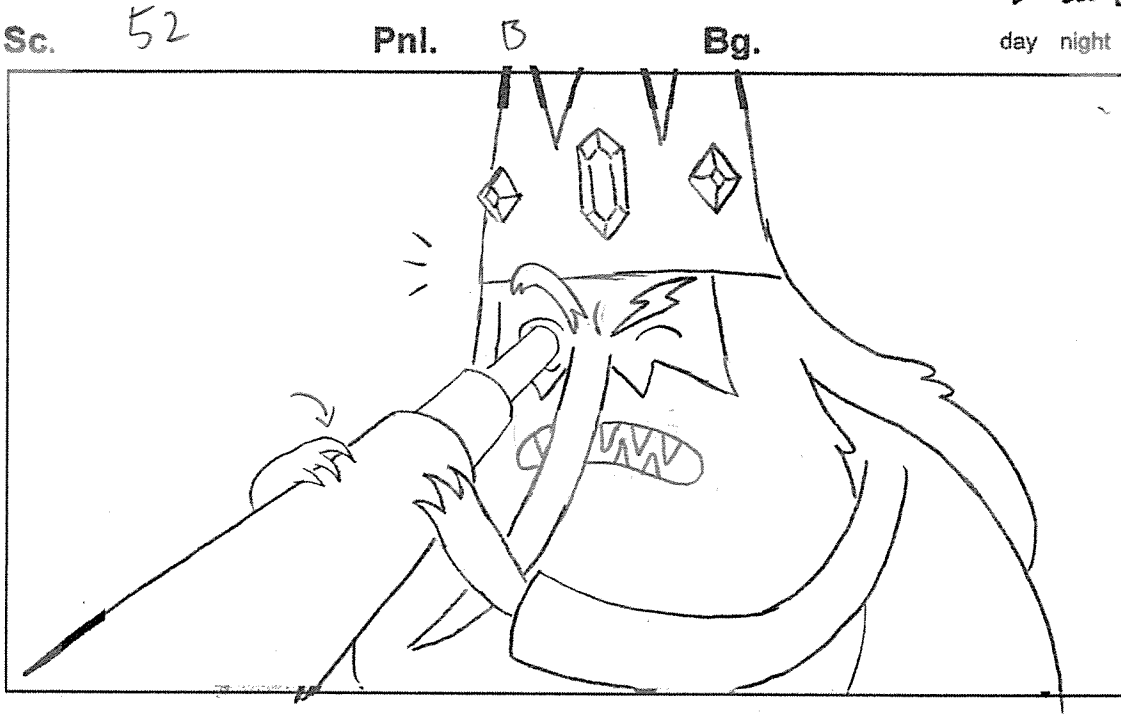
Timing:



EPISODE # 100855

Production :

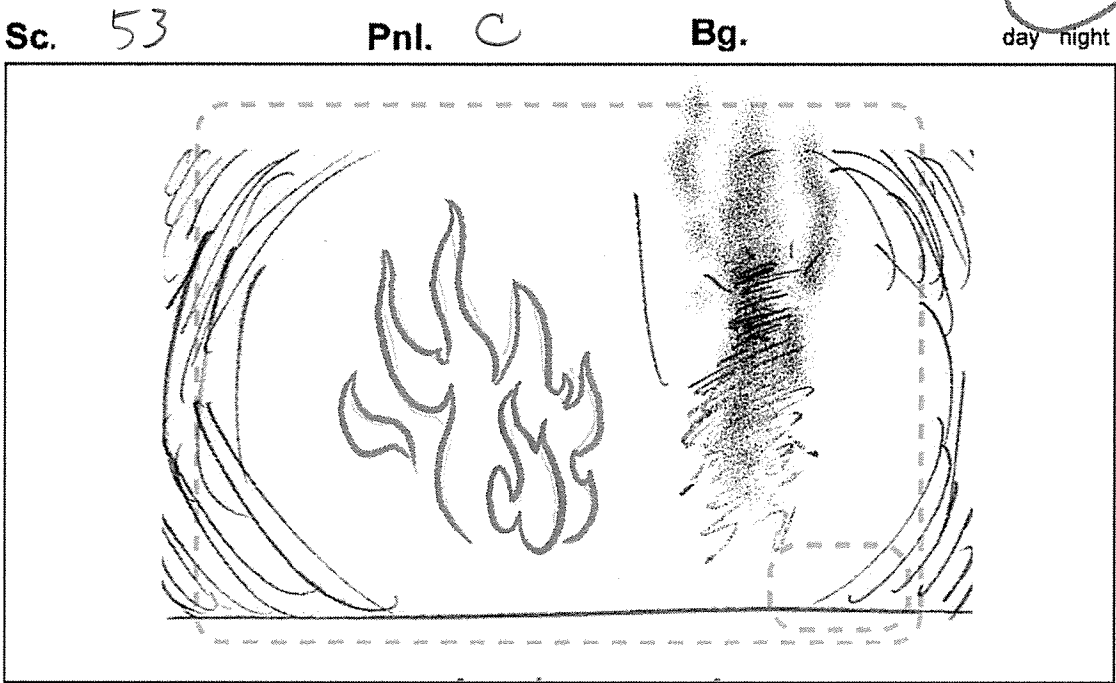
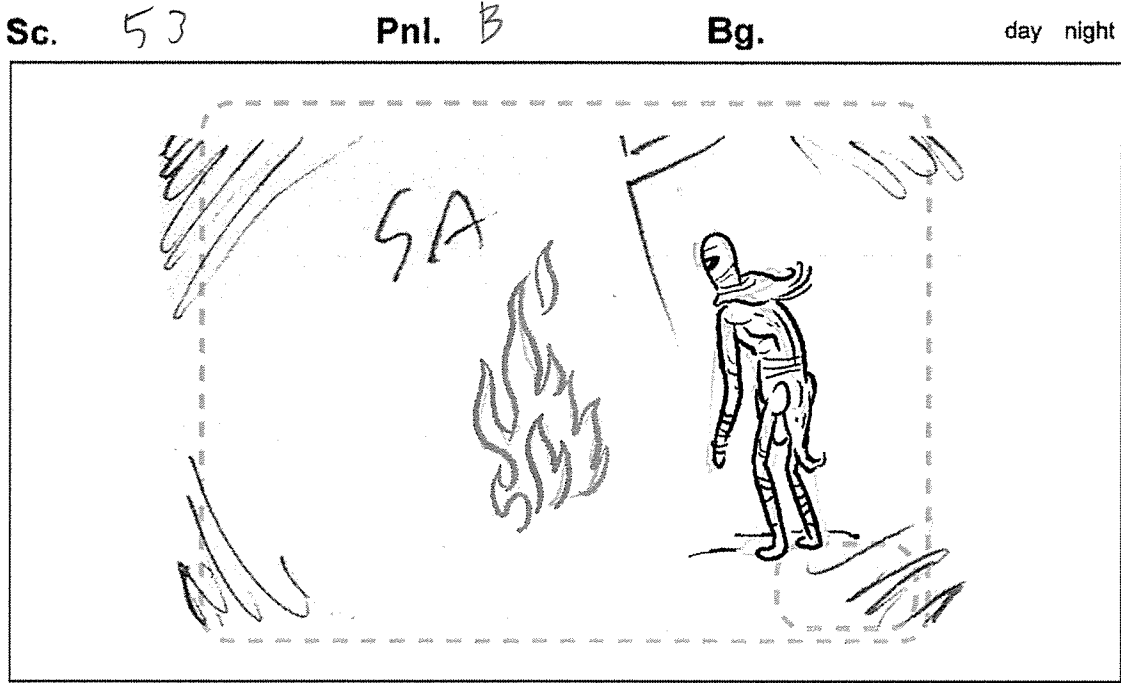
ADVENTURE TIME



Dialog:	IK: Huh?	IK: (0.5.) What is he doing?
Action:		
Timing:		

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ADVENTURE TIME



Dialog:	
Action:	(S lights tree house on fire and - disappears.)
Timing:	

EPISODE # 100855

Production :

ADVENTURE TIME

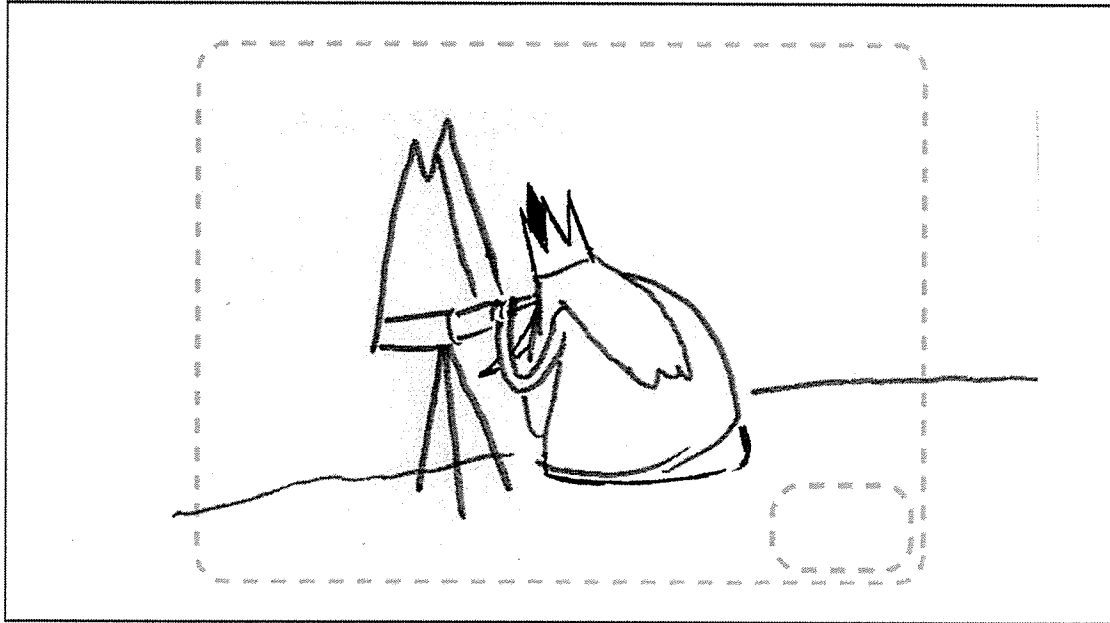


Sc. 54

Pnl. A

Bg.

day night

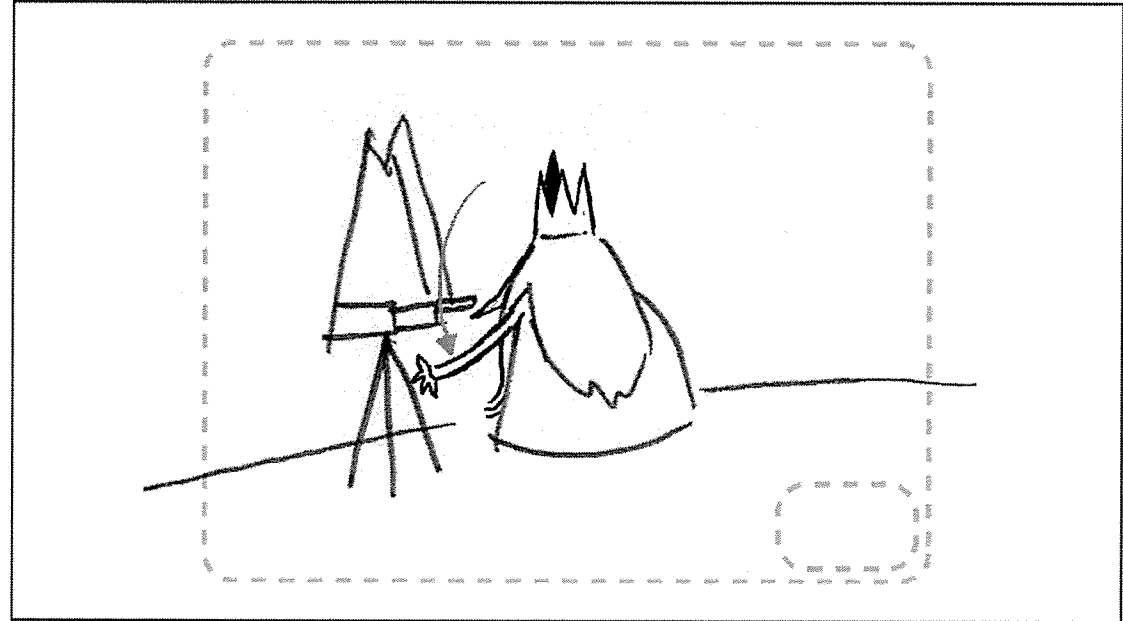


Sc. 54

Pnl. B

Bg.

day night



Dialog:	IK: What the !? Why is he lighting up the house !?
Action:	WHY IS HE
Timing:	



IK: I hired a hitman
... -

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ADVENTURE TIME



Sc. 54 Pnl. C Bg. day night

Sc. 54' Pnl. D Bg. day night

Dialog:	IK: NOT A FIREMAN!!!	Ik: Arghhh . .
Action:		
Timing:		

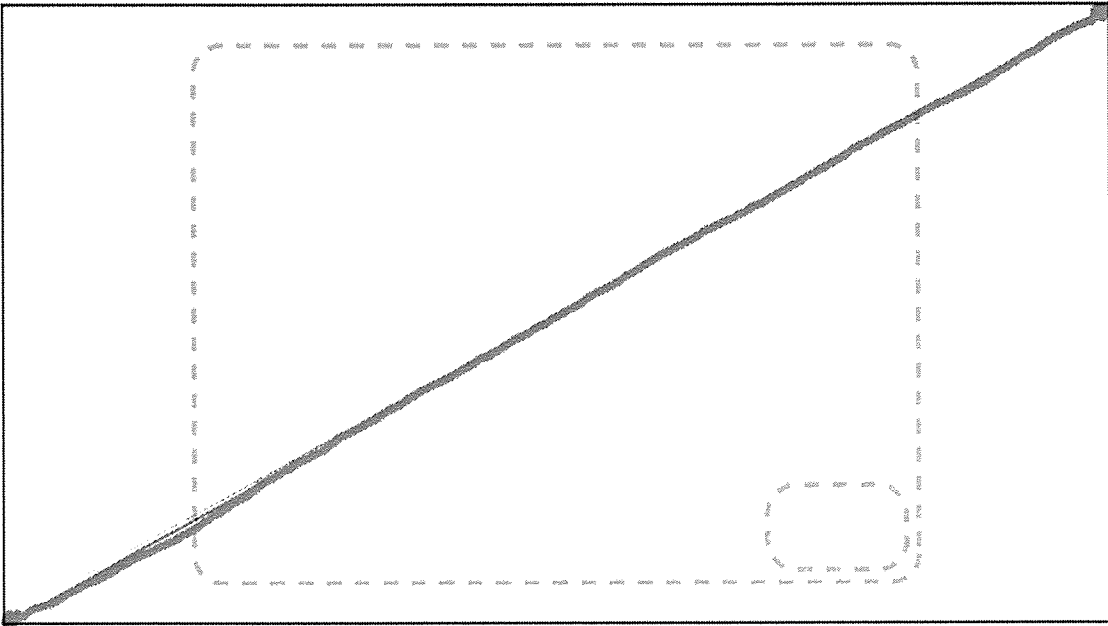
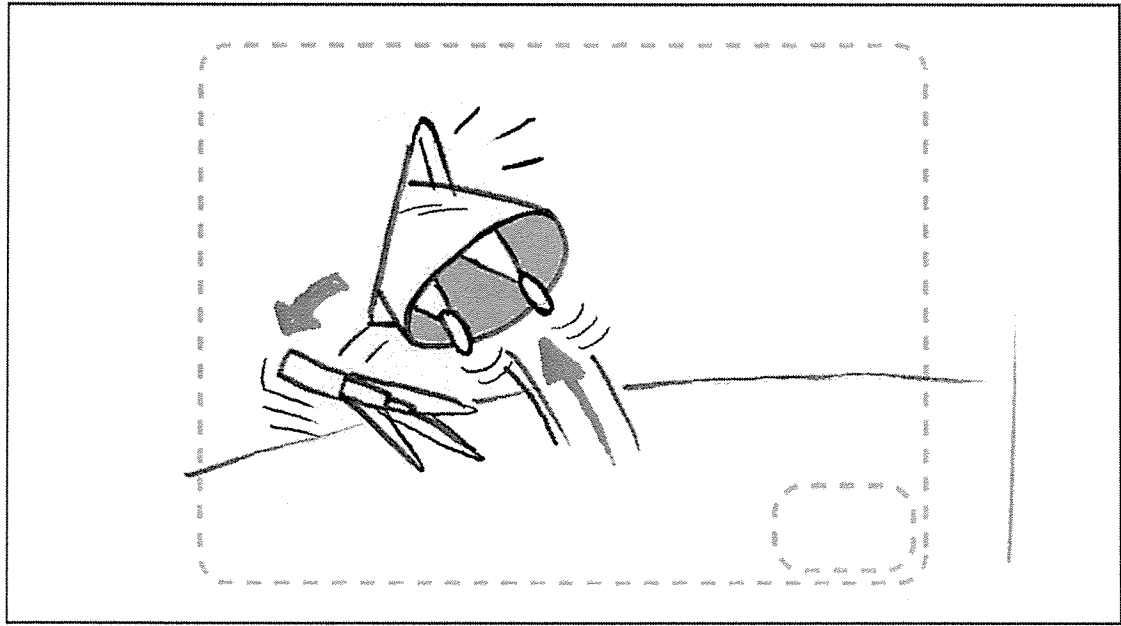
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ADVENTURE TIME



Sc. 54 Pnl. E Bg. day night Sc. Pnl. Bg. day night



Dialog:
Action: (IK flies out of window)
Timing:

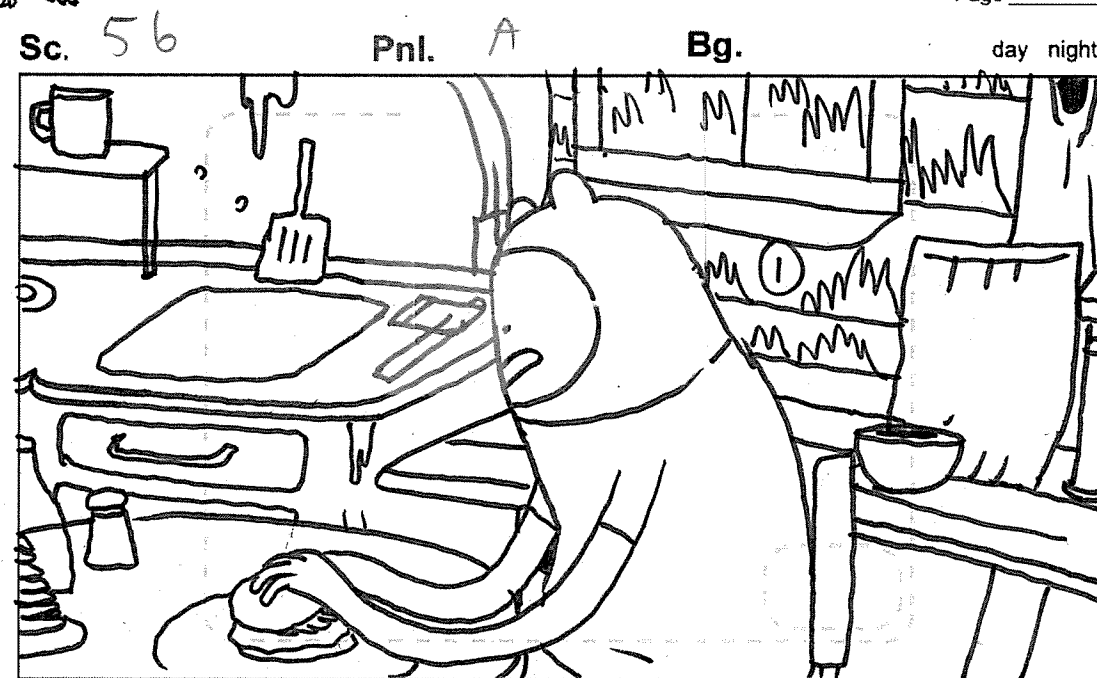
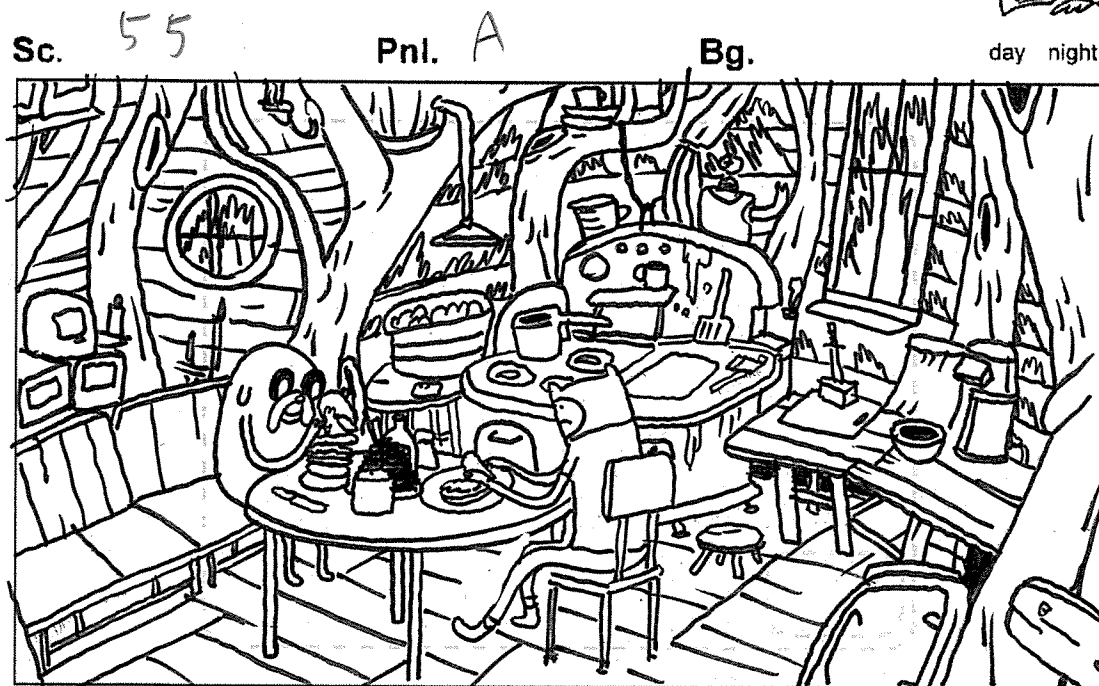
EPISODE # 100855

Production :

ADVENTURE TIME



Page 69

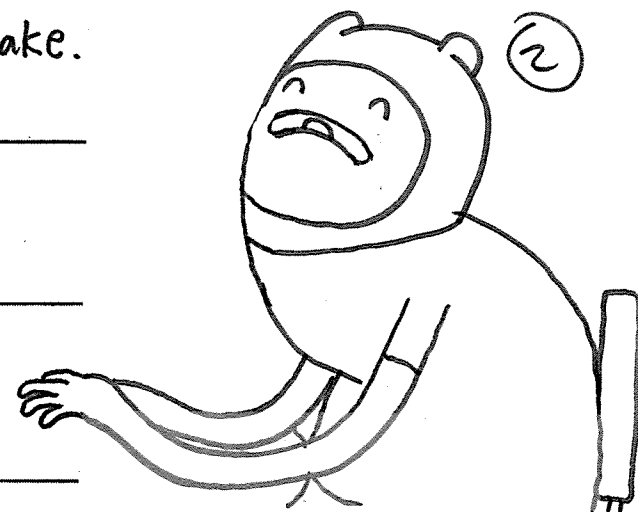


Dialog: Jake/ dude, you see my master piece
comin' together, right?

Finn/ ① Ntg.
② Help Jake.

Action: flames outside window
f+j making sandwiches

Timing:



EPISODE # 100855

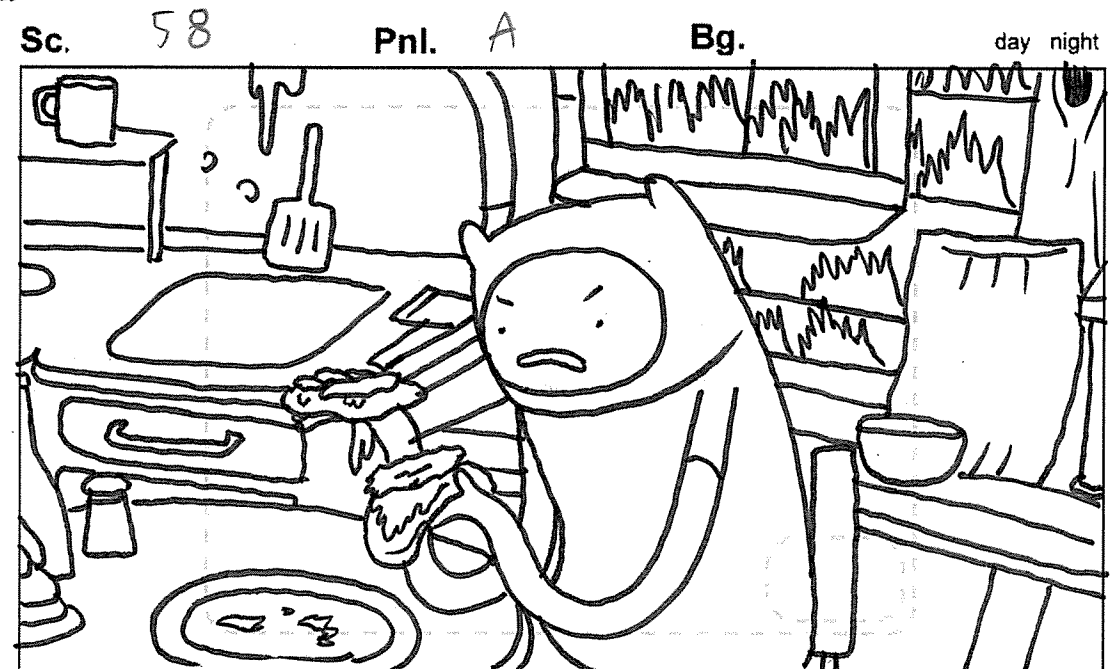
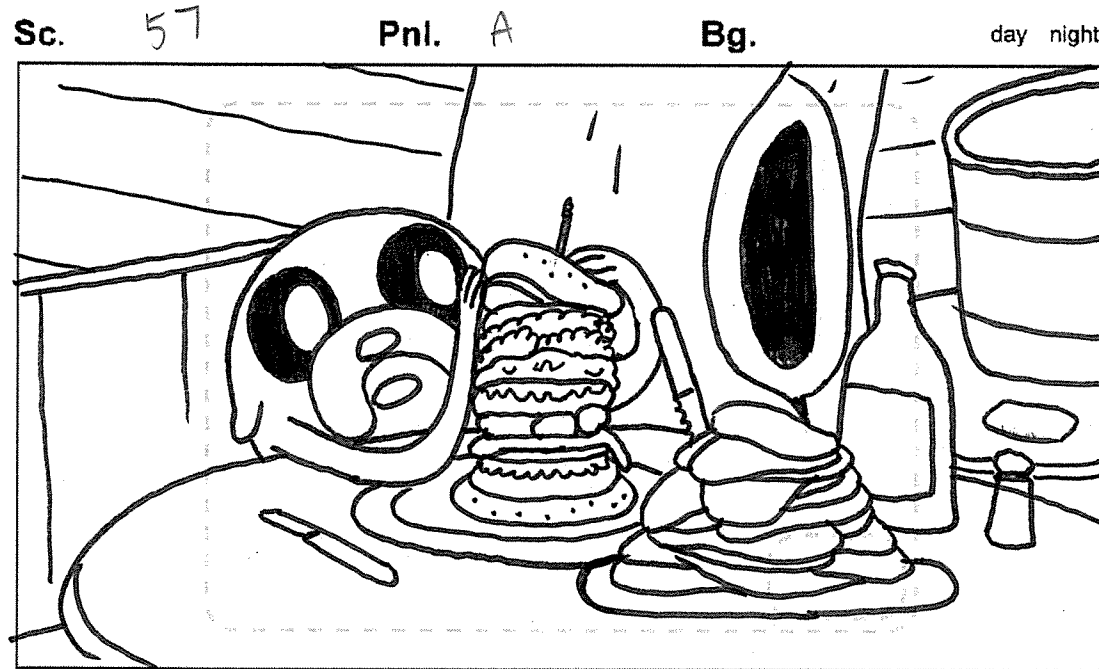
Production :

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ADVENTURE TIME



Page 70



Dialog: J / What's up?

F / mine sucks.

Action:

Timing:

EPISODE # 100855

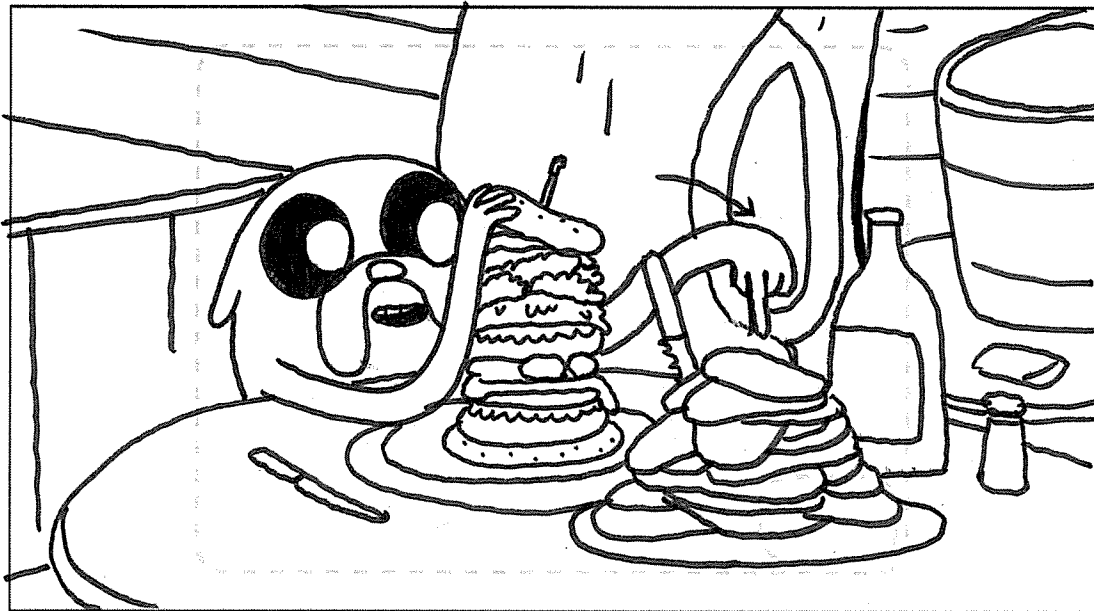
Production :

ADVENTURE TIME



Page 71

Sc. 59 Pnl. A Bg. day night



Sc. 60 Pnl. A Bg. day night



Dialog: J/ put some meat in there.

F/① mm
② what kinda meat
is that?

Action: (point at pile of meat.)

Timing:



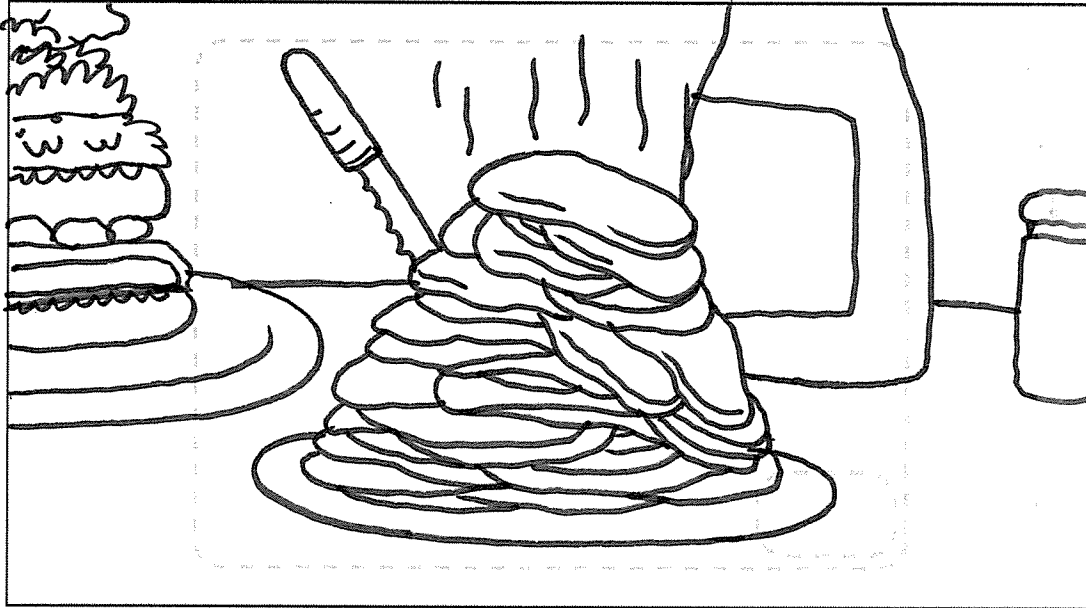
EPISODE #
100855

Production :

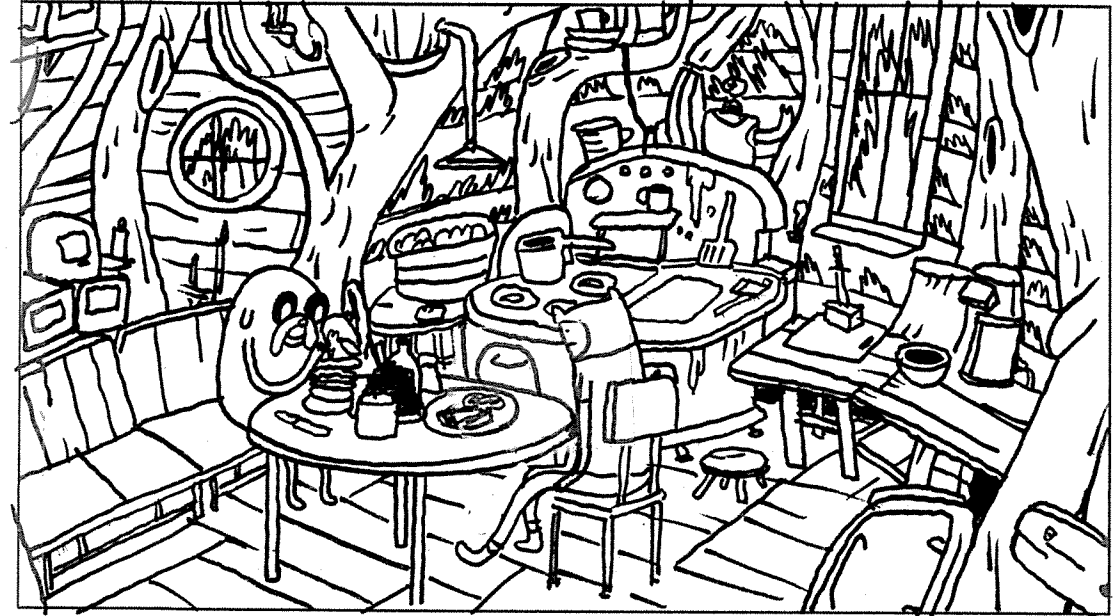
ADVENTURE TIME

Page 72

Sc. 61 Pnl. A Bg. day night



Sc. 62 Pnl. A Bg. dav night



Dialog: Jake (OS) / That's Meat Man's meat.

(beat)

Action:

Timing:

#EPISODE #

5
6
8
0
U
T

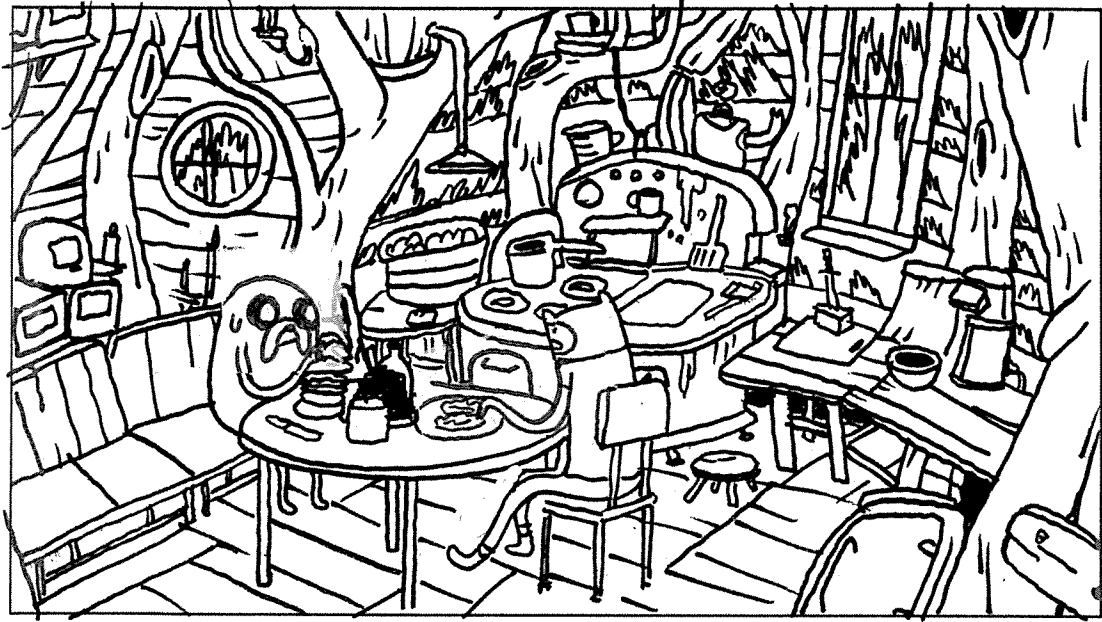
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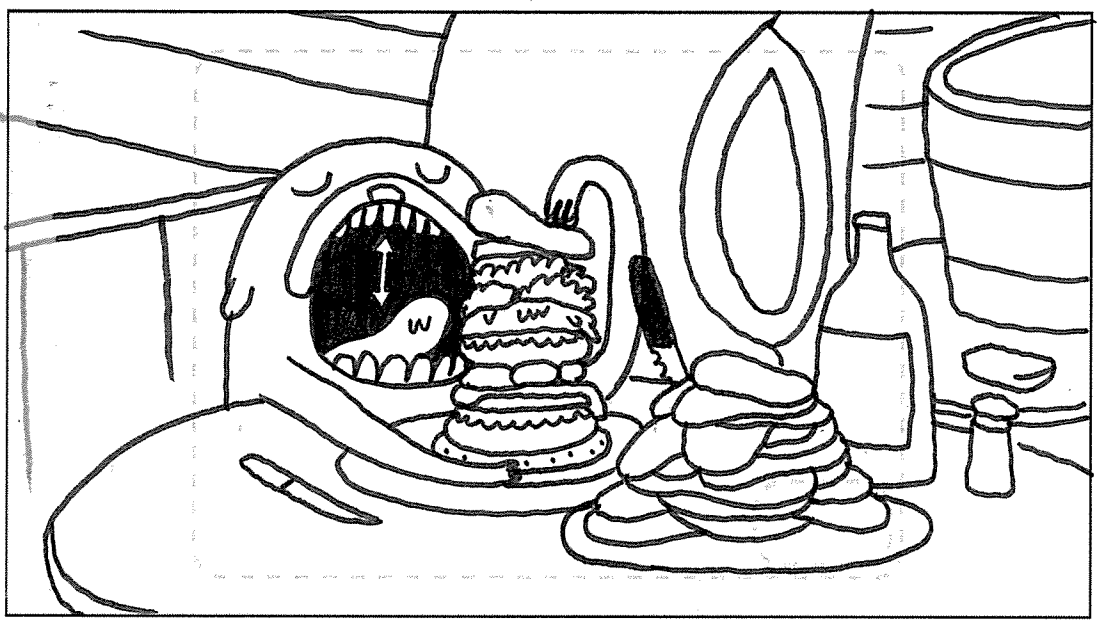
ADVENTURE TIME



Sc. 62 Pnl. B Bg. day night



Sc. 63 Pnl. A Bg. day night



Dialog: F / do you think it hurts Meat Man
when he gives us his meat?

Jake/ I dvnno. I can't read his
mind.

Action: (Jake about to bite sandwich)

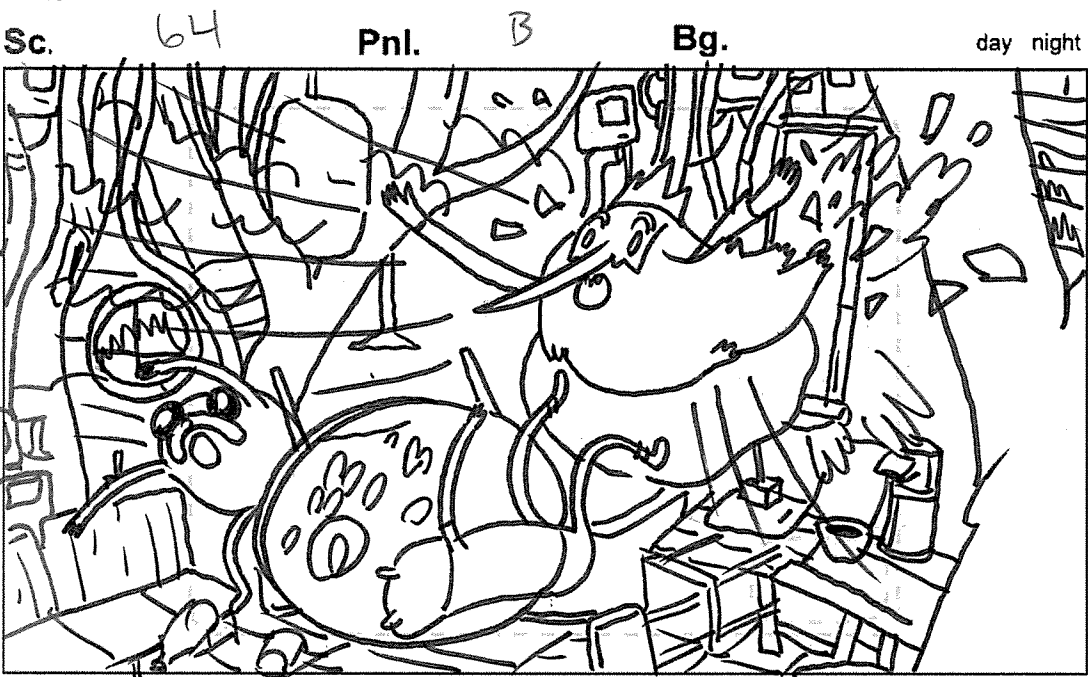
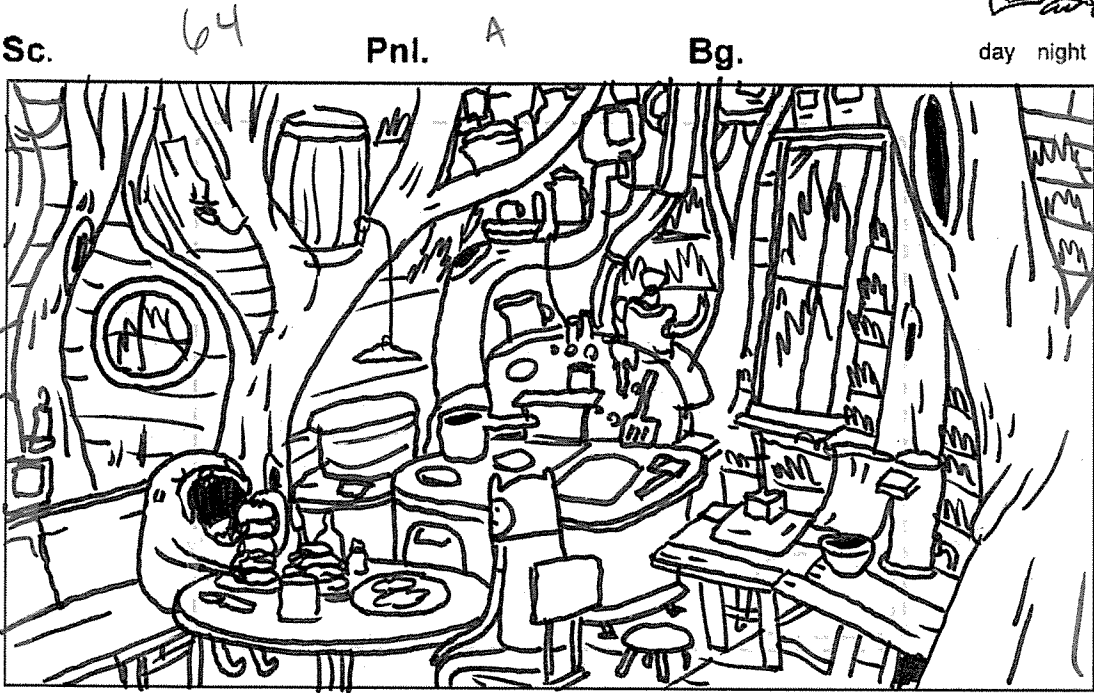
Timing:

EPISODE # 100855

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ADVENTURE TIME



Dialog:	start pose —————→ < CRASH
Action:	It crash thru window blowing cold air
Timing:	

EPISODE # 100855
Production :

ADVENTURE TIME



Page 75

Sc. 64 Pnl. C Bg. day night



Sc. 64 Pnl. D Bg. day night



Dialog:

Ice King / PHOOOOOOO !!

Action:

Ik / blowing and spitting ice everywhere

Timing:

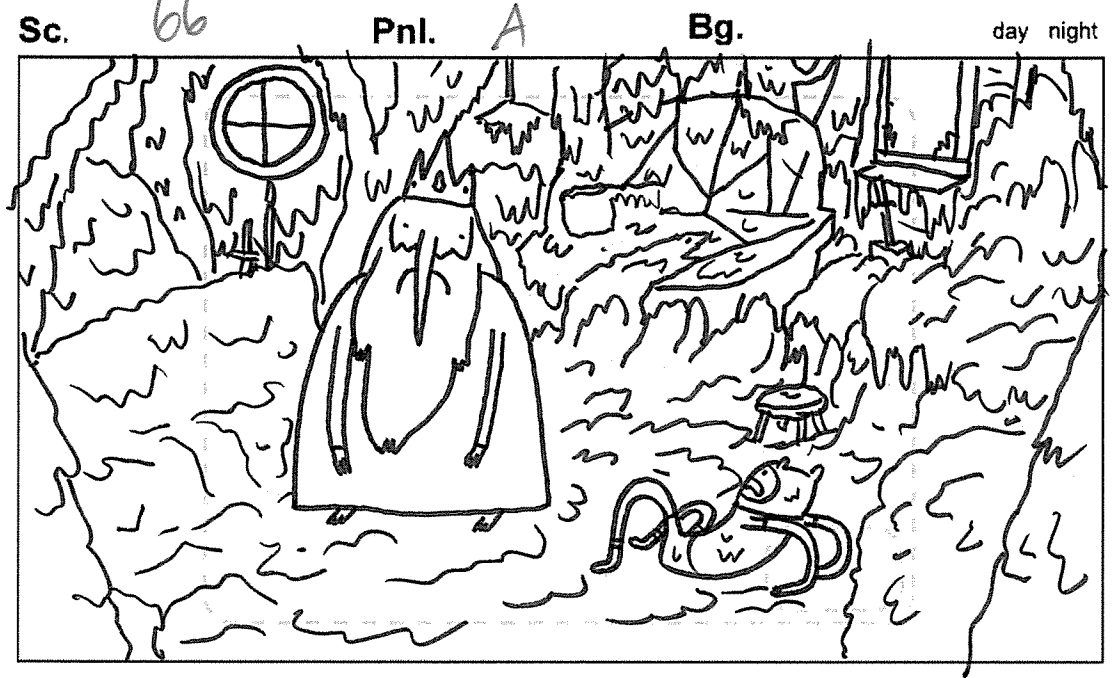
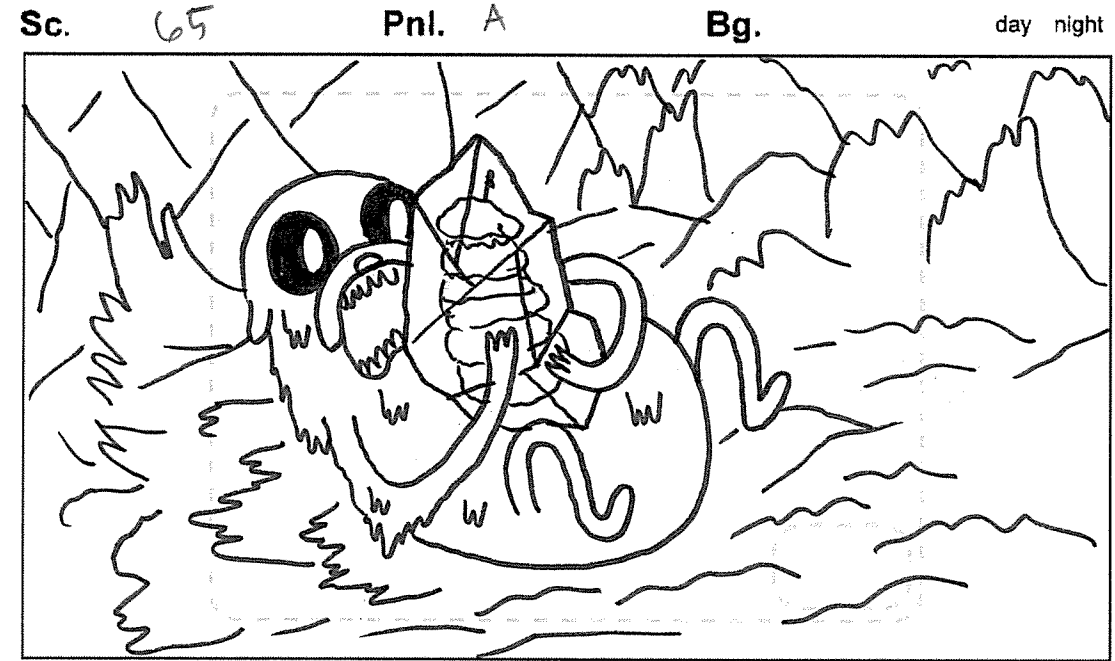
100855

EPISODE #

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ADVENTURE TIME



Dialog:	Jake/ NOOO!!!	(BEAT)
Action:		
Timing:		

EPISODE # 100855

Production :

ADVENTURE TIME



Sc. 66 Pnl. B Bg. day night

Sc. 66 Pnl. C Bg. day night

Dialog:	Ik/ you guys I...	Finn/ what do you think grounded means?!
Action:		
Timing:		

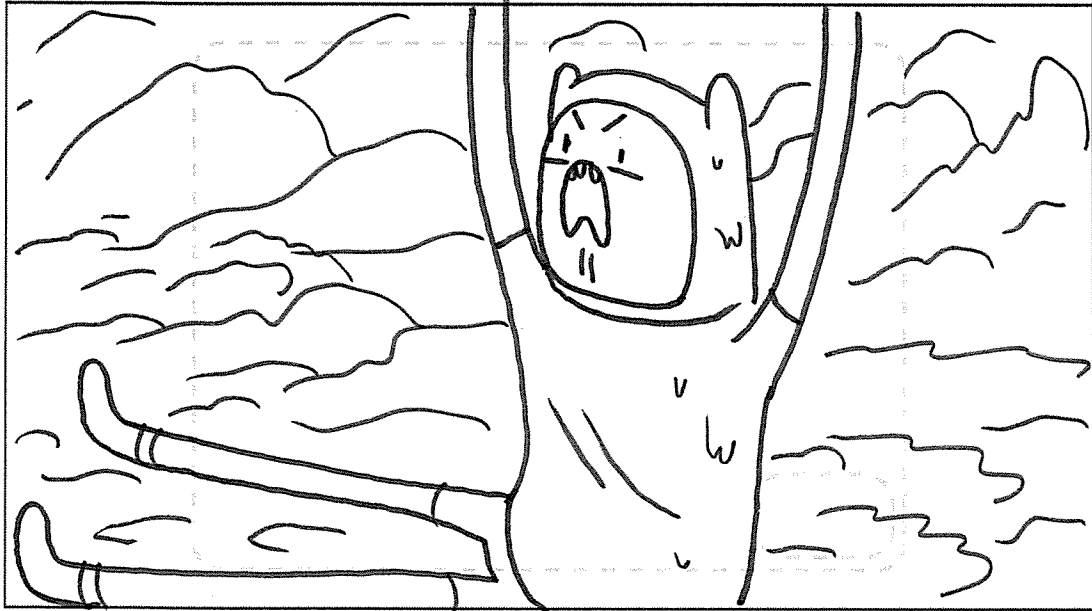
EPISODE # 100855
Production :

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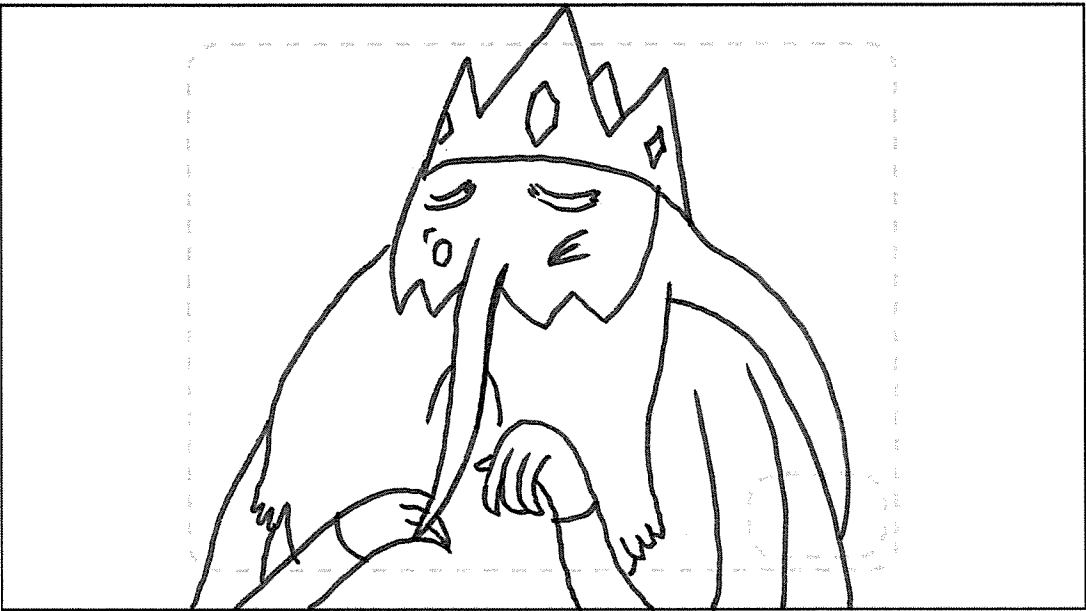
ADVENTURE TIME



Sc. 67 Pnl. A Bg. day night



Sc. 68 Pnl. A Bg. day night



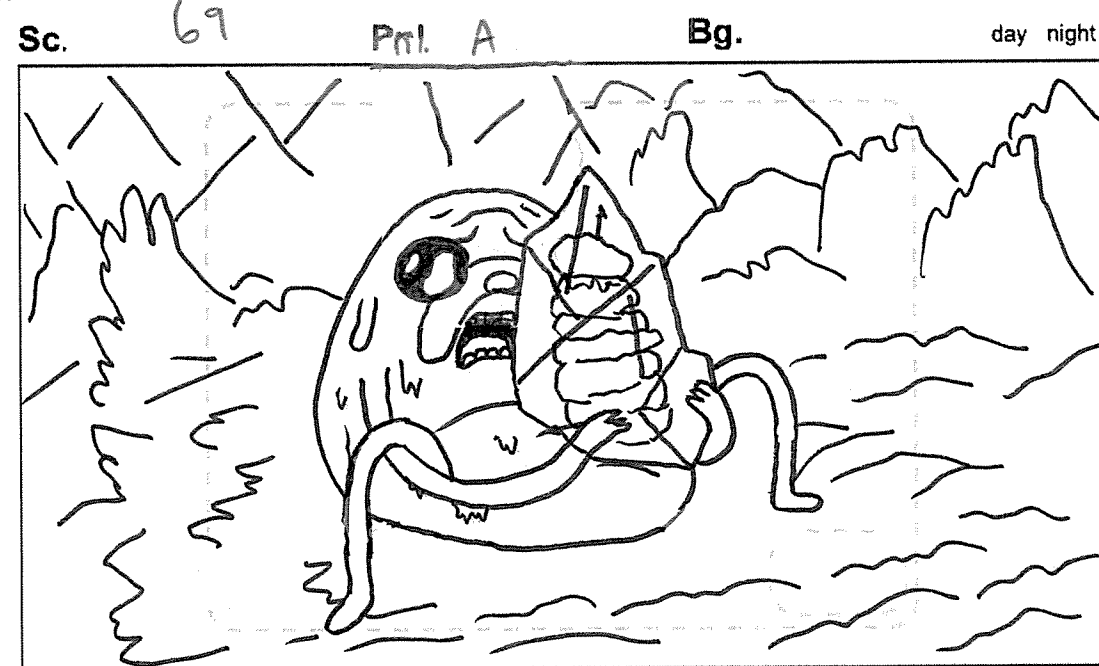
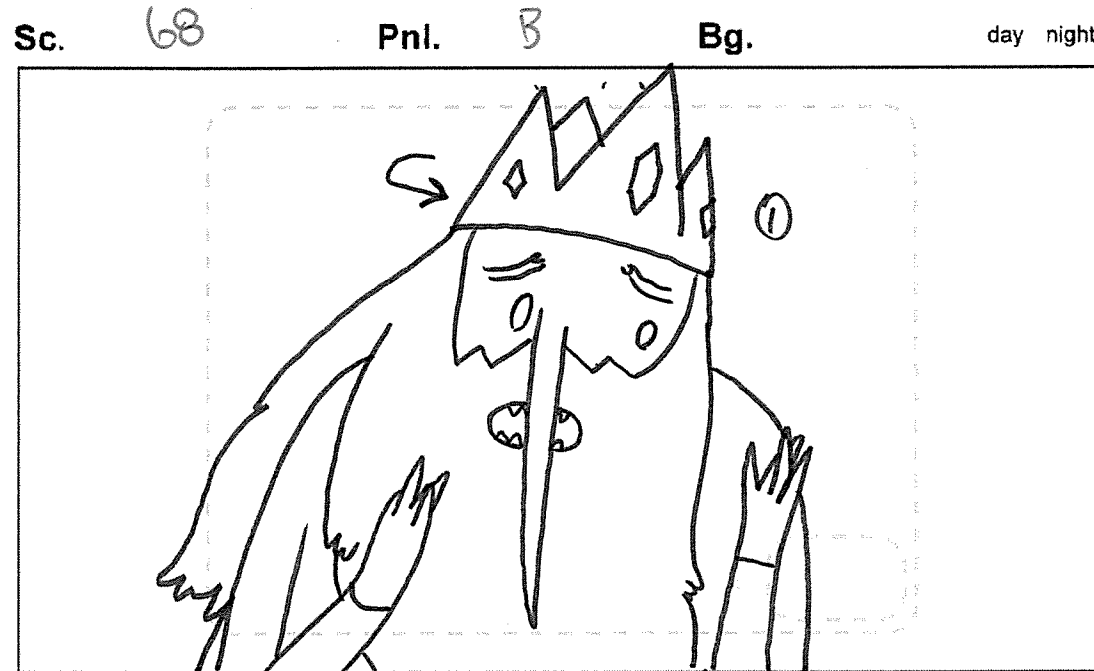
Dialog:	Finn/ You want ANOTHER week?!	Finn (OS) Another week of grounding?!
Action:		
Timing:		

EPISODE # 100855
Production :

ADVENTURE TIME



Page 79



Dialog:

I K/ONO, but I smelled smoke
② Coming from your
house.

Action:

Timing:



J/ It's Wasted, man !

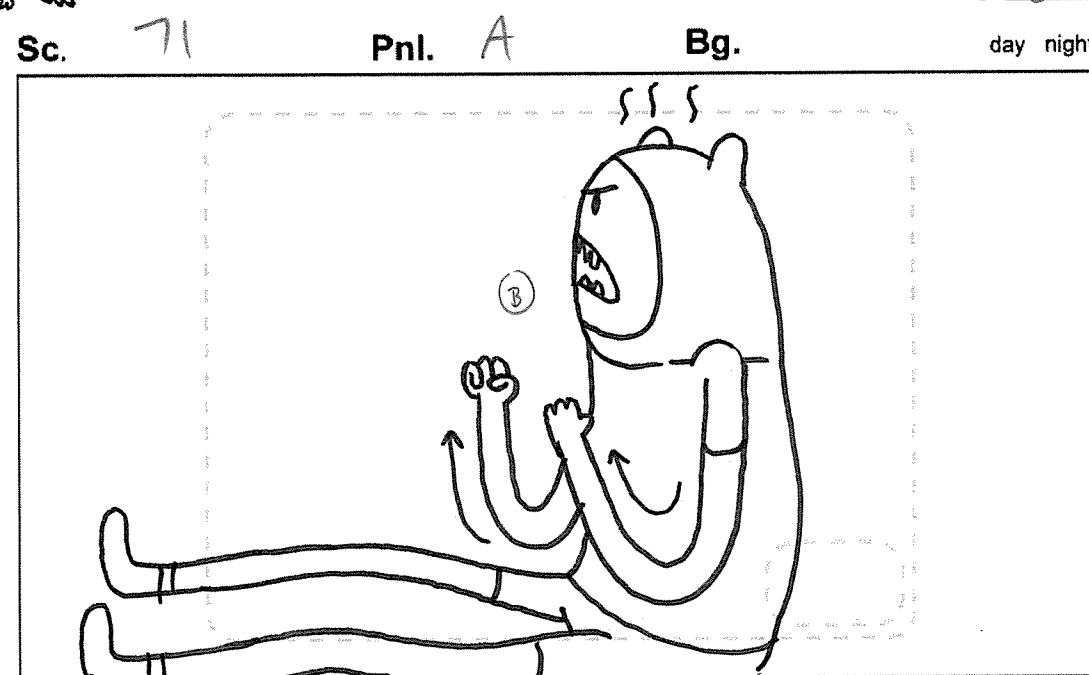
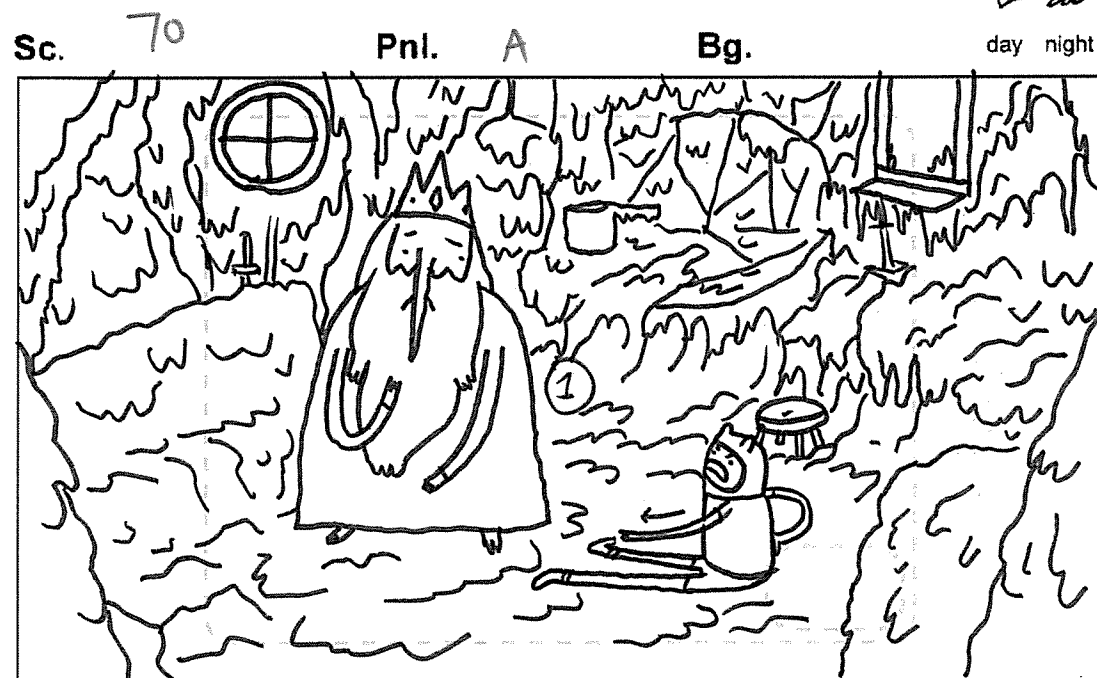
EPISODE #
100855

Production :

ADVENTURE TIME



Page 80



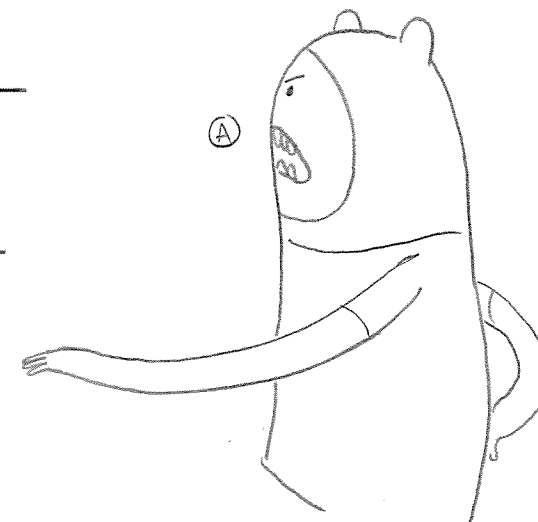
Dialog: Finn/Oh great, ② now see what you
did to my buddy?

Action:

Timing:



F/SO HELP ME ICE KING...



EPISODE #

100855

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ADVENTURE TIME

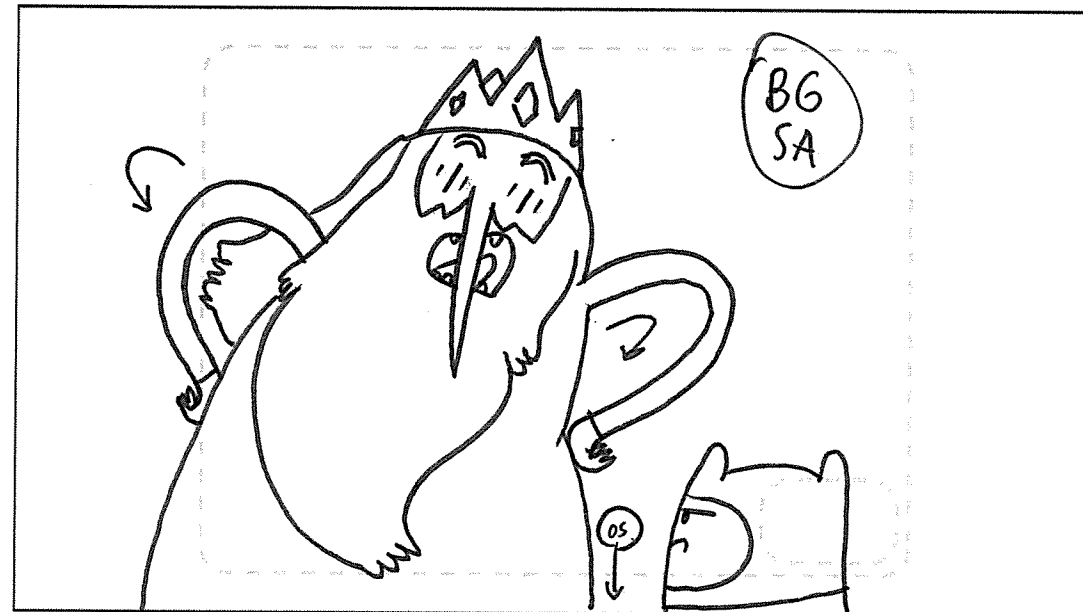


Page 81

Sc. 72 Pnl. A Bg. day night



Sc. 72 Pnl. B Bg. day night



Dialog: IK / OK ! OK !

Action: cycle ①+② x2

Timing:



IK / GHAL !

finn lowers his hands
IK puts his hands on his hips

Production :

EPISODE #

100855



Sc. 72

Pnl. C

Bg.

Page 82

day night

Action:

IK flies out
window

Timing:

EPISODE #

100855

Production :

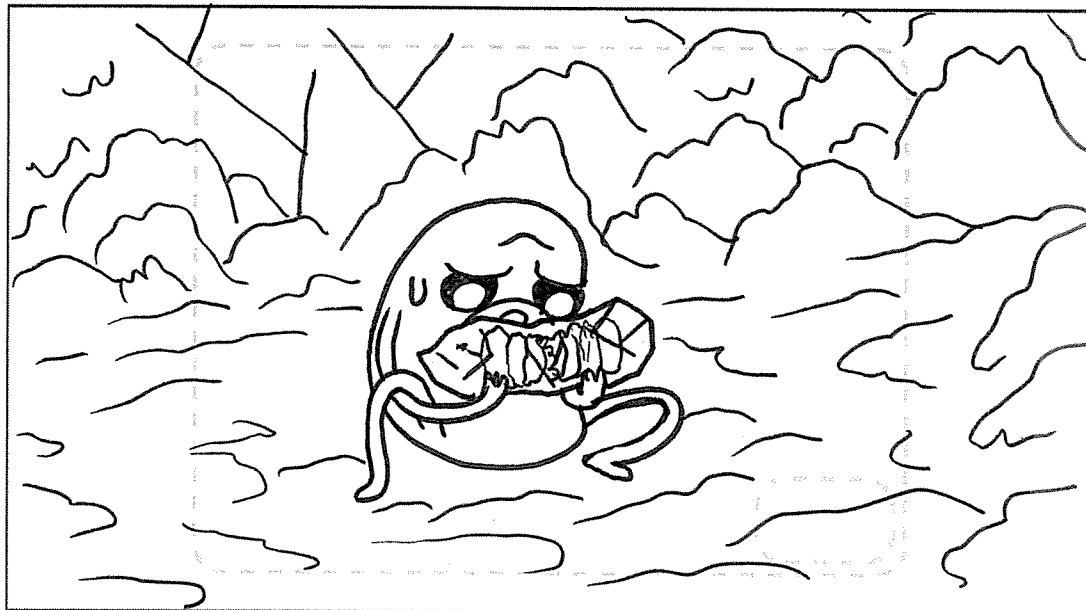
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ADVENTURE TIME

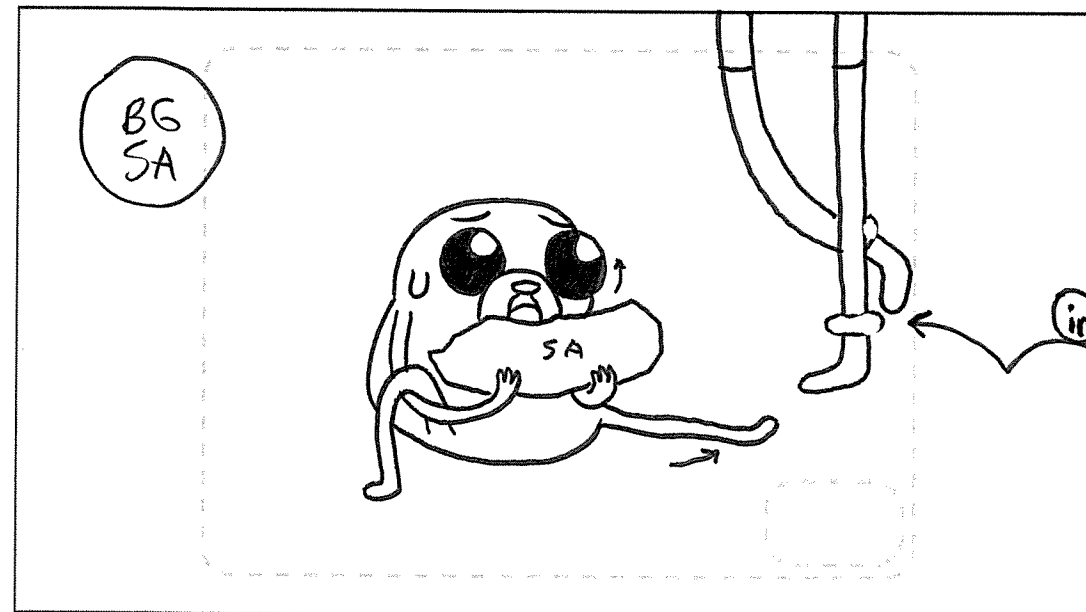


Page 83

Sc. 73 Pnl. A Bg. day night



Sc. 73 Pnl. B Bg. day night



Dialog:

F(05) It's alright buddy. we can make another...

Action:

Jake looks up.
Finn walks in

Timing:

100855

EPISODE #

Production :

ADVENTURE TIME



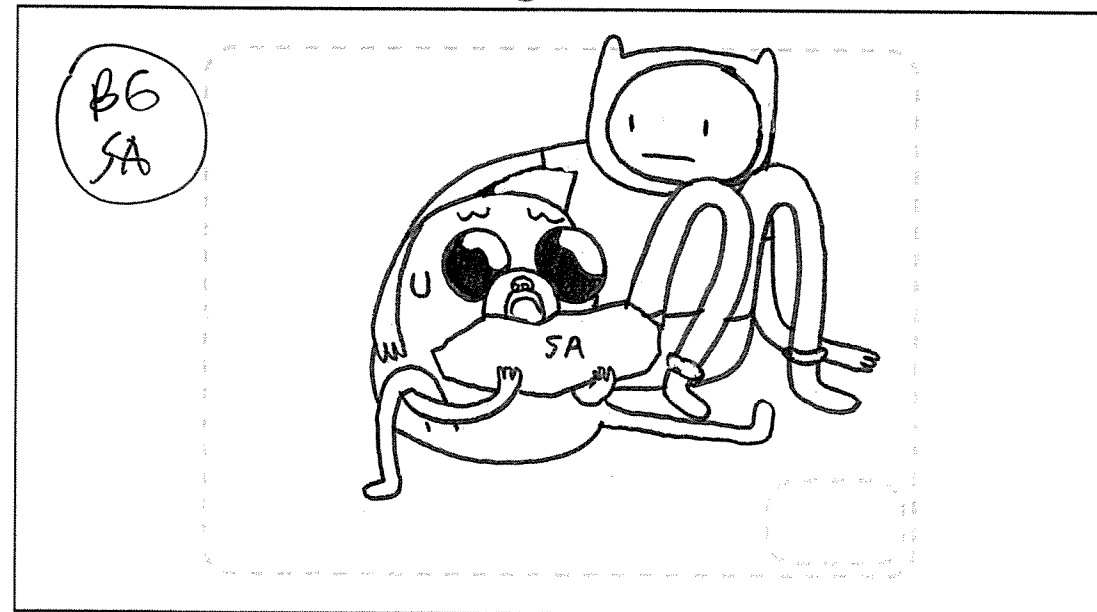
Page 84

Sc. 73

Pnl. C

Bg.

day night

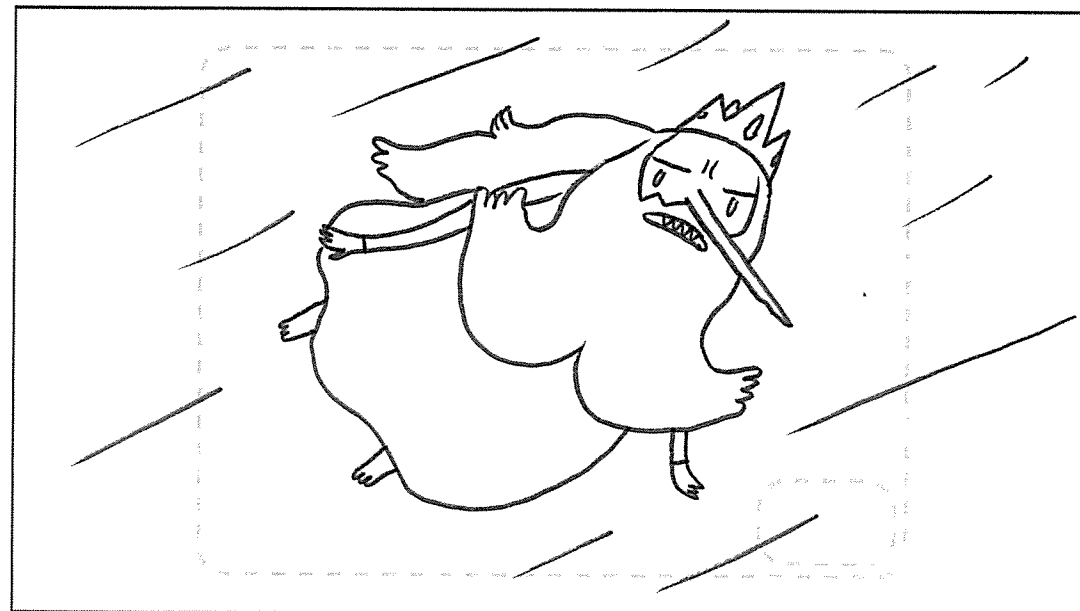


Sc. 73

Pnl. D

Bg.

day night



Dialog:

1K/JEEZ! This Scorchy guy's
② Got some weird ideas
about hitting.

Action:

Jake makes sad eyes at Finn.
Flares nostrils.

(1K flying)

Timing:



Production :

EPISODE #

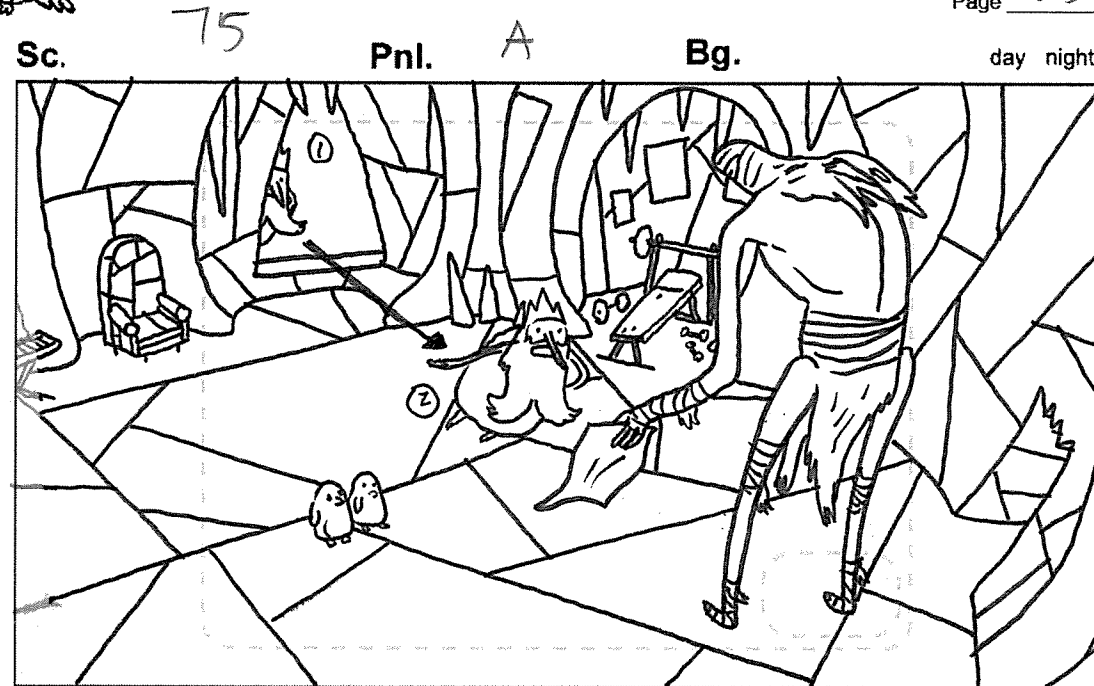
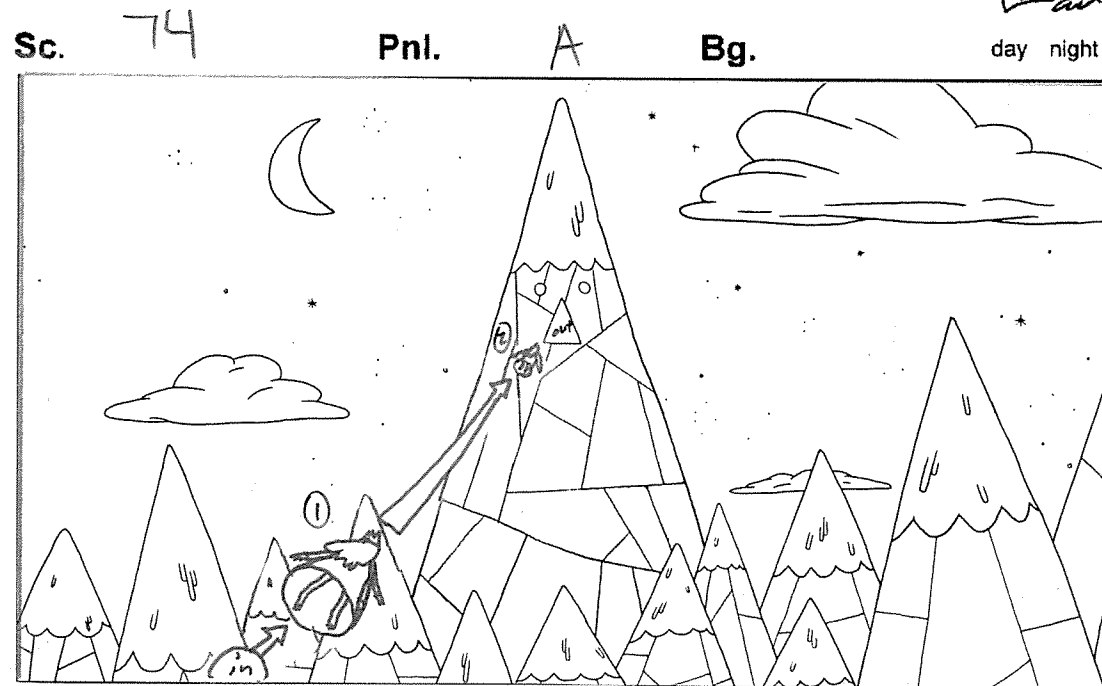
100855

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ADVENTURE TIME



Page 85



Dialog:

1K / 2 Hey there you are.

Action: (1K flies into castle)

1K flies in through the door

Timing:

EPISODE # 100855

Production :

ADVENTURE TIME



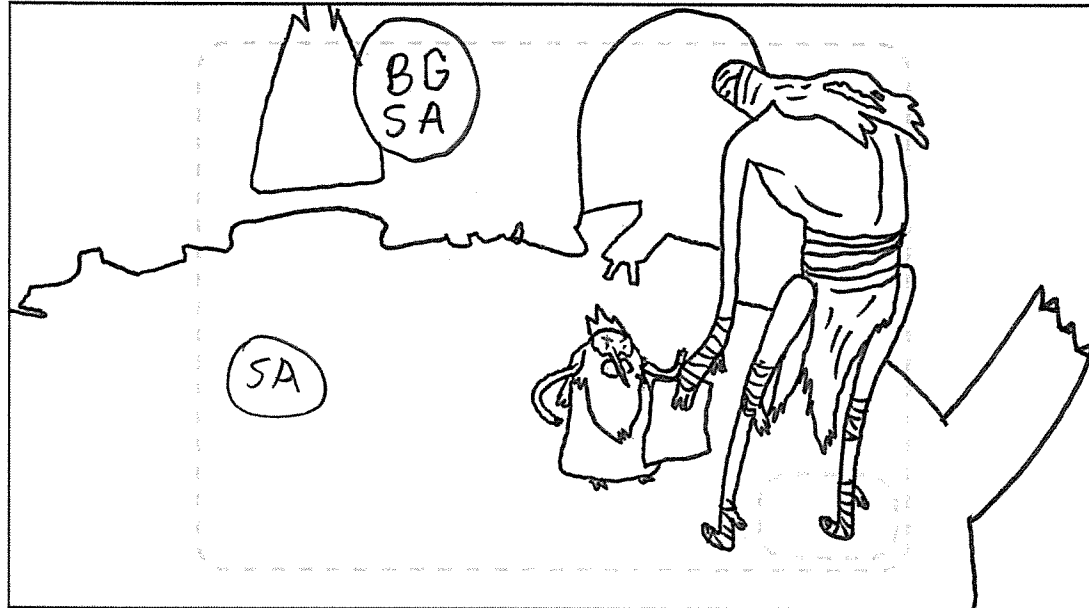
Page 86

Sc. 75

Pnl. B

Bg.

day night

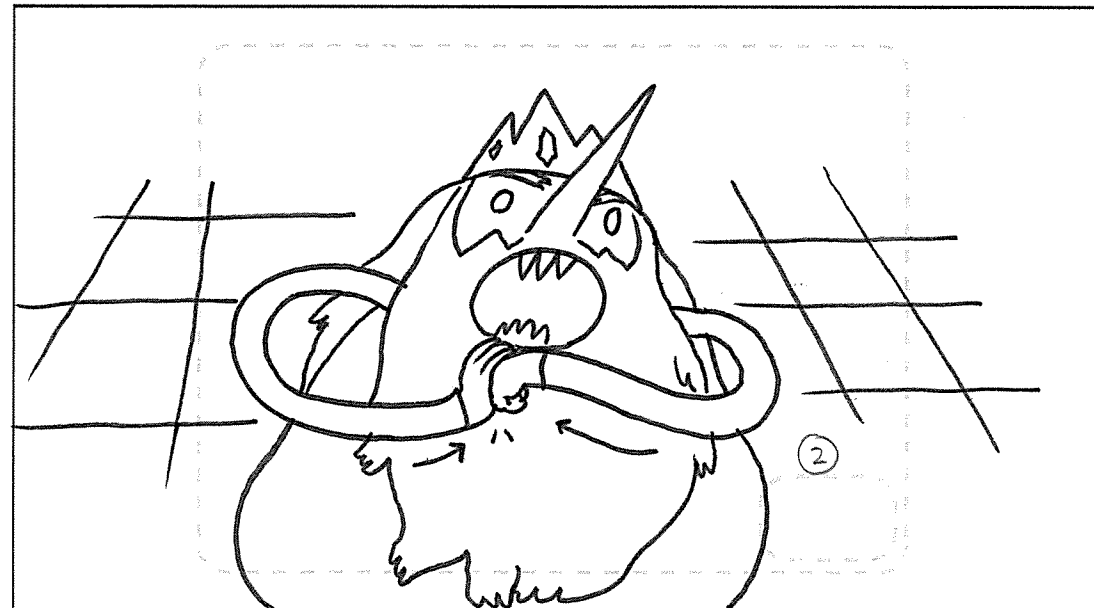


Sc. 76

Pnl. A

Bg.

day night



Dialog: IK/ what's that? I already
signed that.

Action:

Timing:

IK/I thought I
told you to
hit them.



EPISODE #
100855

ADVENTURE TIME



Page 87

Sc.

76

Pnl.

B

Bg.

day night



Sc.

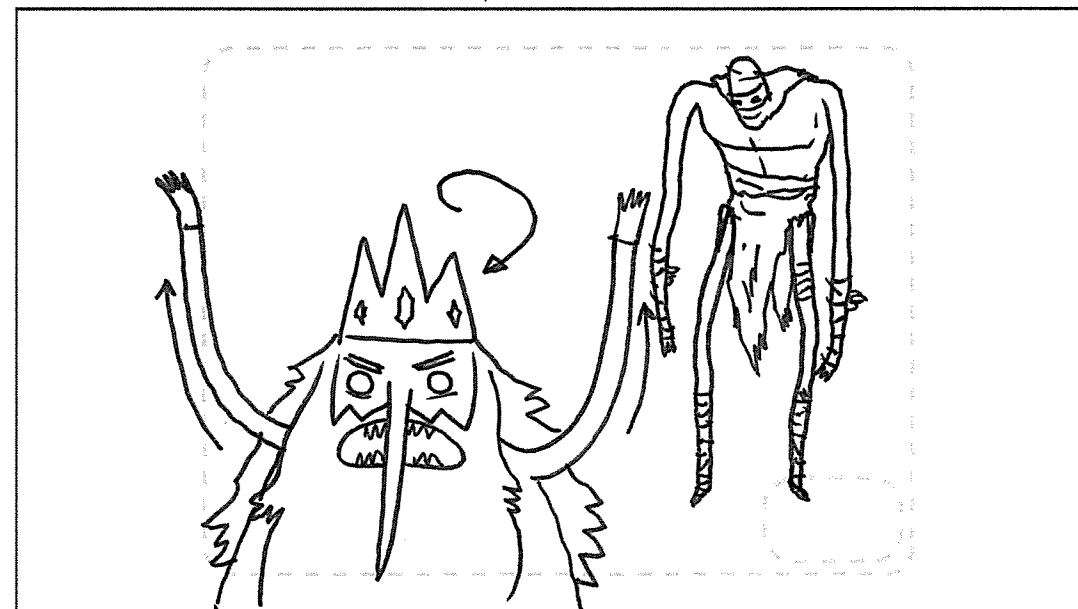
77

Pnl.

A

Bg.

day night



Dialog: IK/① Not burn them
alive.
② Ya big dummy.

Action:

Timing:



IK/ GHAL!

IK turn around throwing hands
up in the air.

Production :

EPISODE #

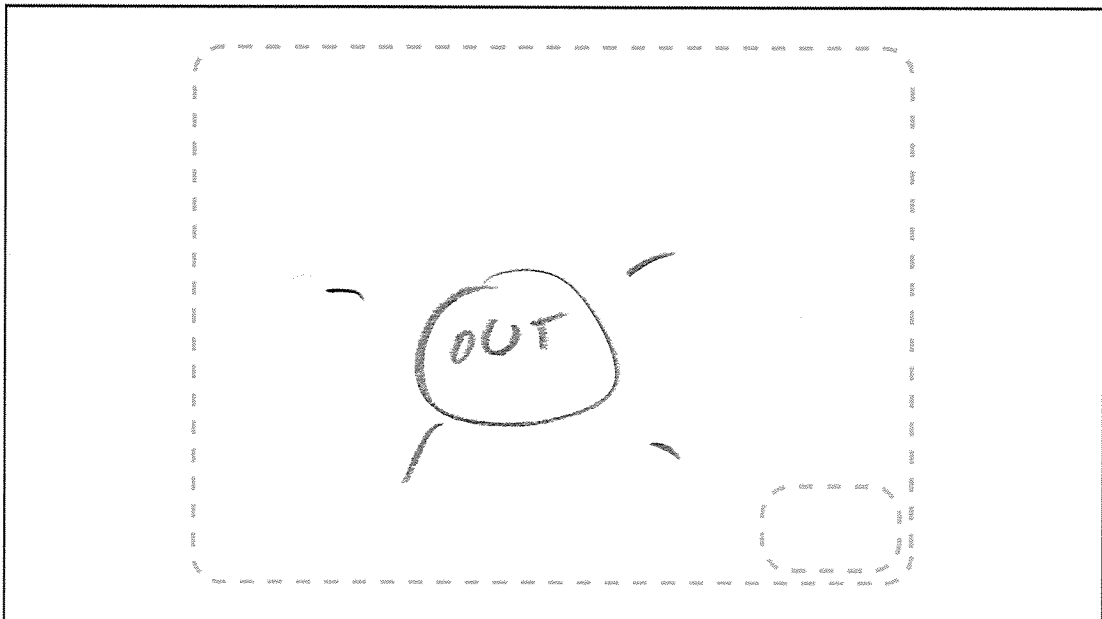
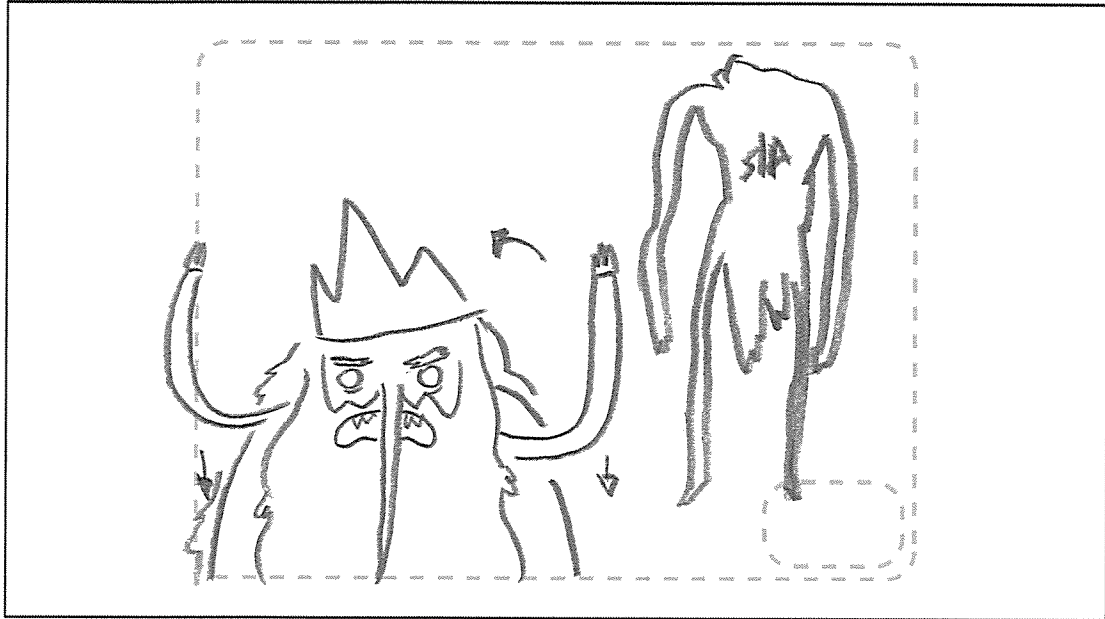
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ADVENTURE TIME



Sc. 779 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:	IK/ IT'S ALMOST LIKE YOU WANT TO KILL THEM... (LIKE YOU'RE TRYING TO KILL THEM) ALSO, ON
Action:	
Timing:	

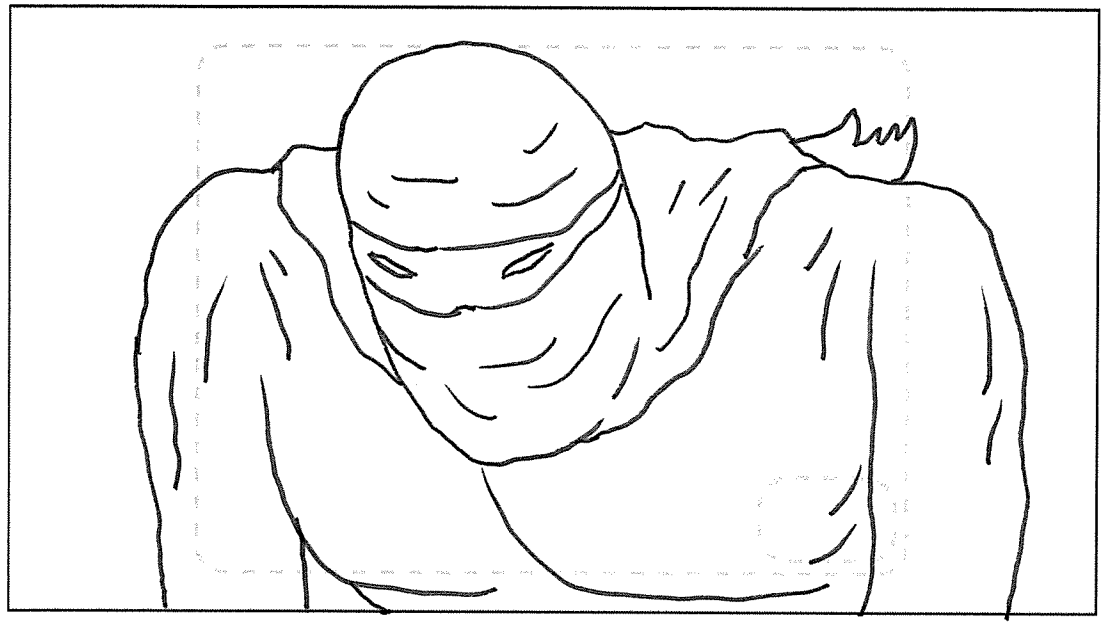
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Production :

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ADVENTURE TIME



Sc. 78 Pnl. A Bg. day night



Sc. 78 Pnl. B Bg. day night



Dialog: Ice King (OS) / lucky for them I stopped the fire

Action: scorcher's eyes widen.

Timing:

EPISODE #

100855

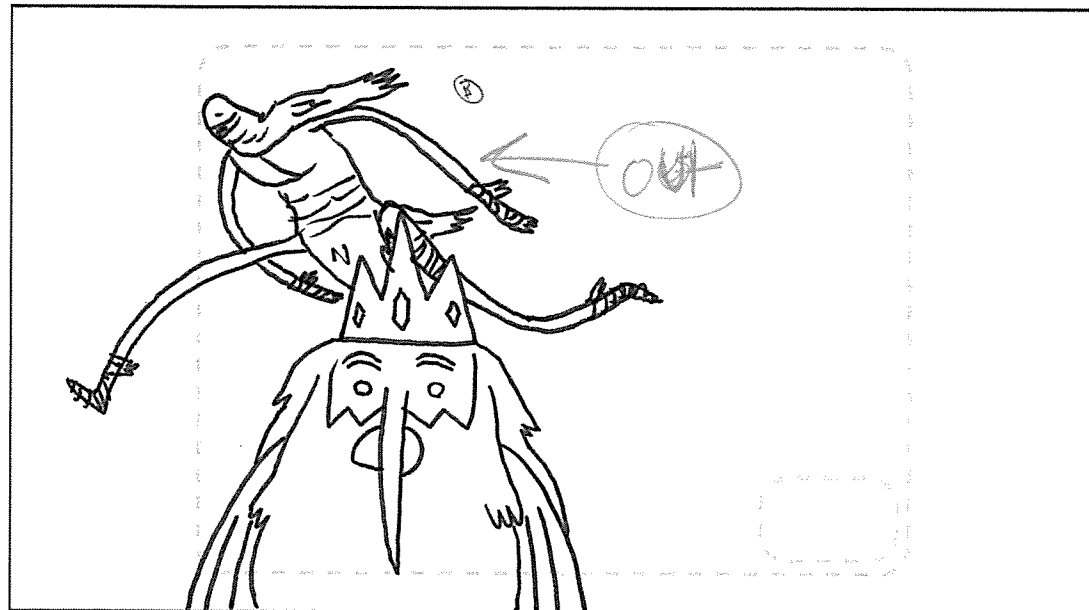
Production :

ADVENTURE TIME

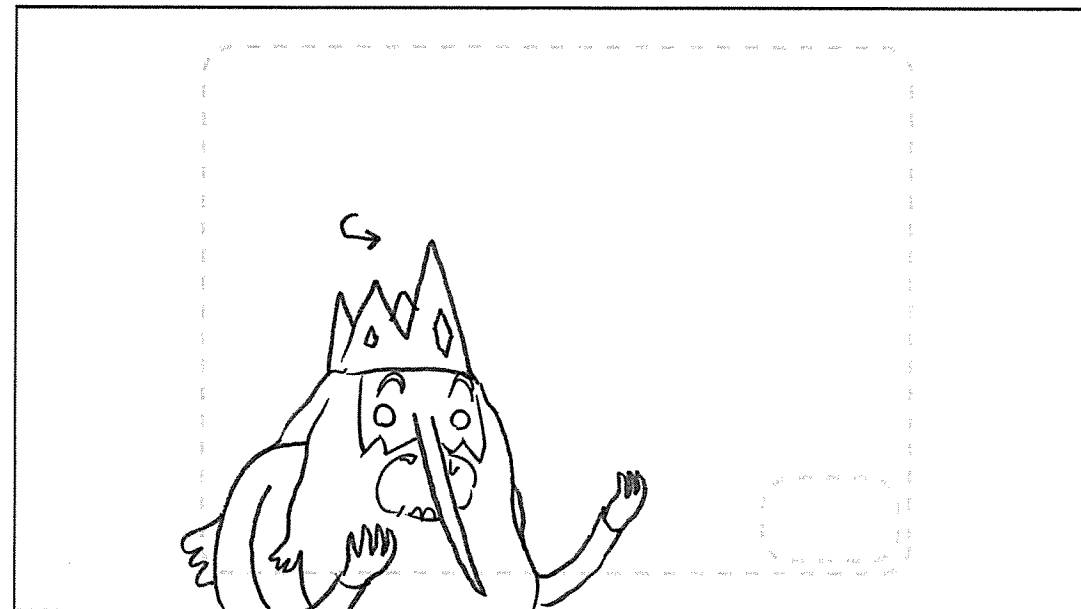


Page 89

Sc. 79 Pnl. A Bg. day night



Sc. 79 Pnl. B Bg. day night



Dialog: IK/ You know what happens when
you're burned alive?

Action:

Timing:



IK/ Your eyeballs explode ! Blech !

Production :

EPISODE #

100855

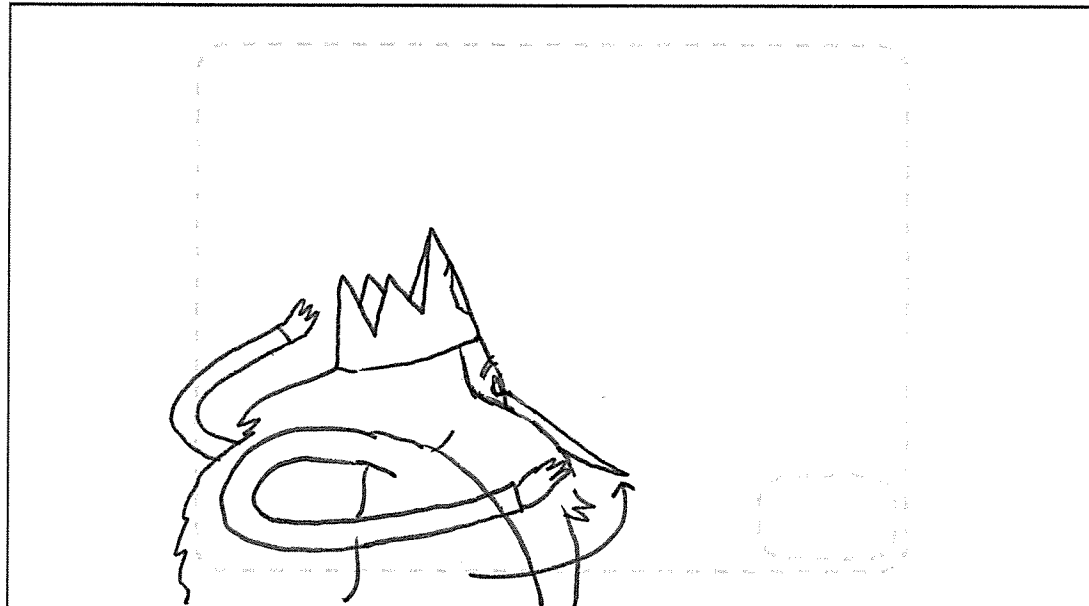
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ADVENTURE TIME

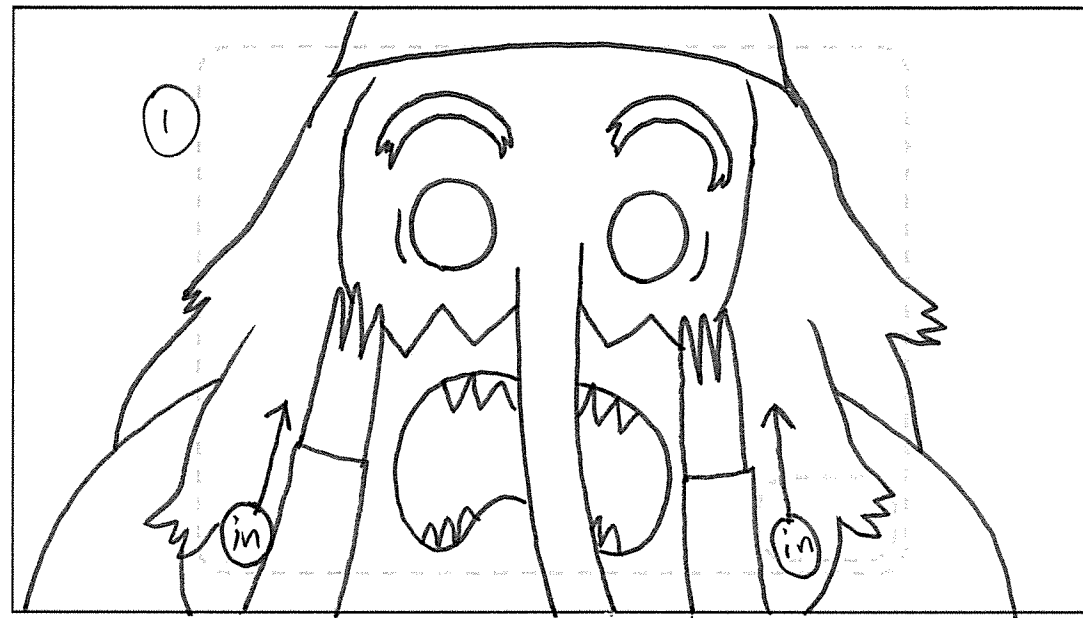


Page 90

Sc. 79 Pnl. C Bg. day night



Sc. 80 Pnl. A Bg. day night



Dialog: IK/ Hey what?

IK/ OH DIRT!

Action:

IK's nose flips
up ~~up~~

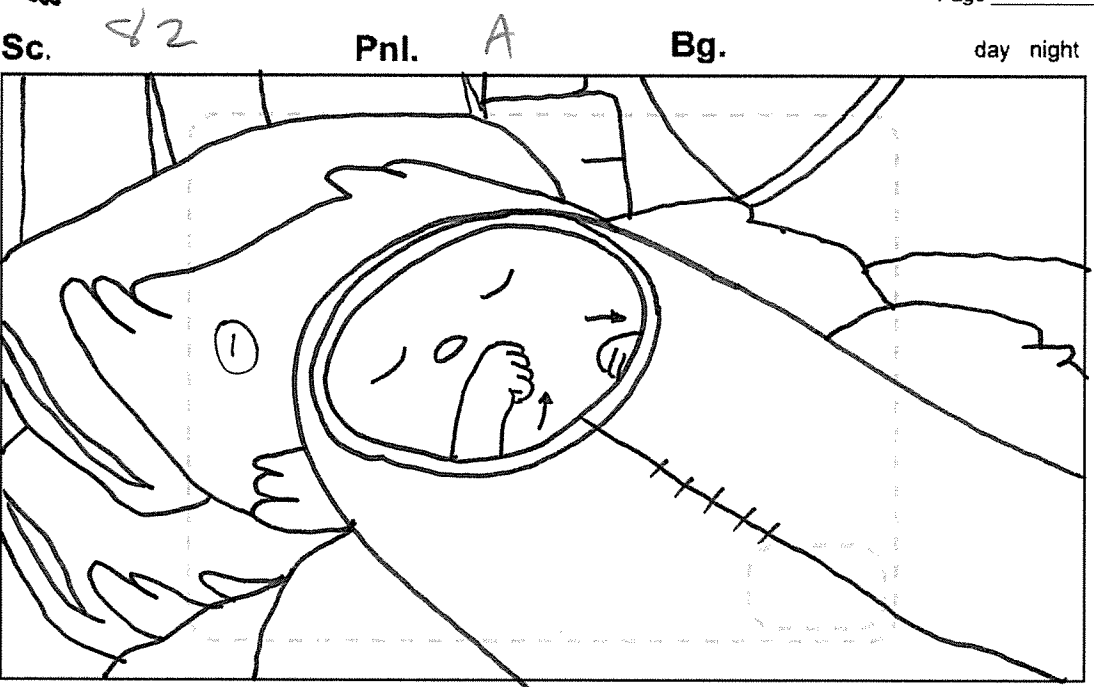
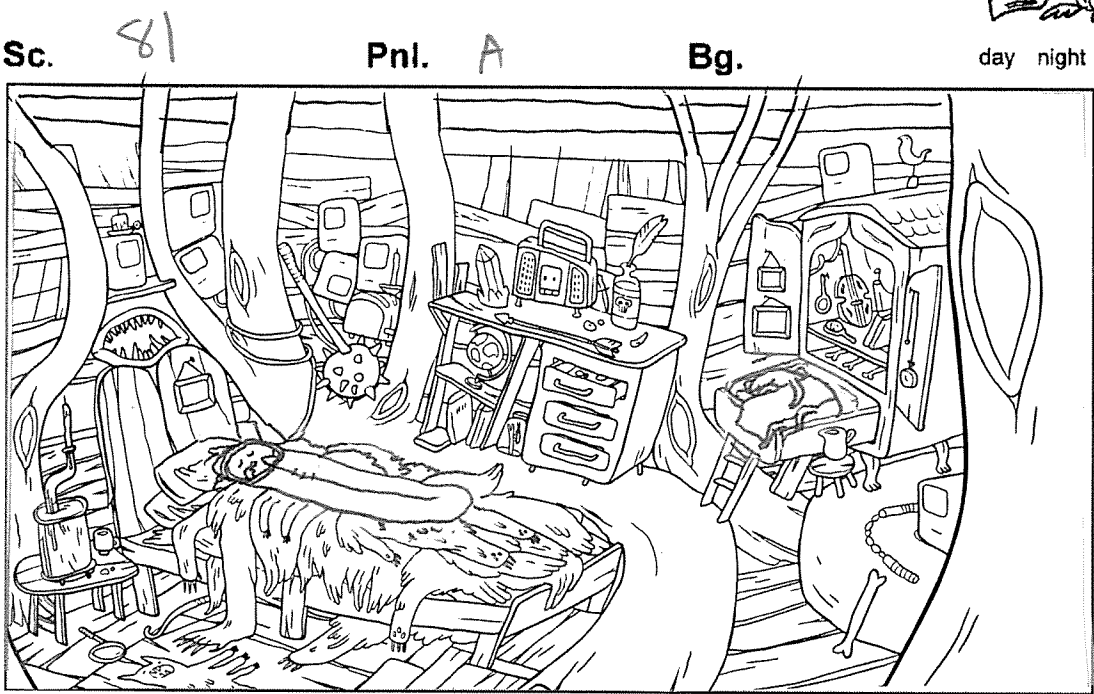
Timing:



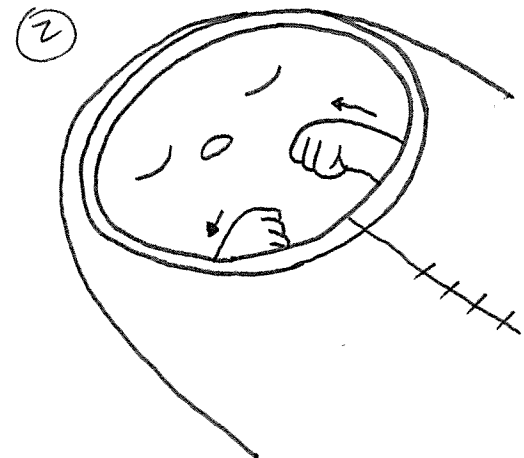
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ADVENTURE TIME



Dialog:	F+J / zzzz...	Finn / (sleep talk) punch punch
Action:	f+j sleeping	cycle ①+②
Timing:		

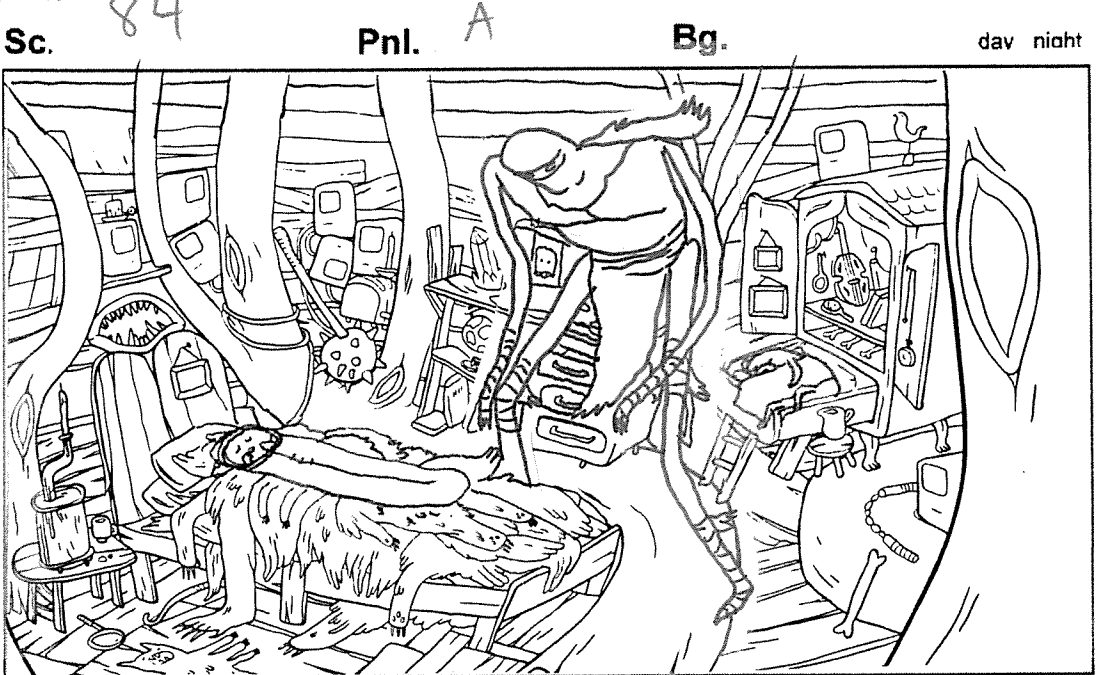
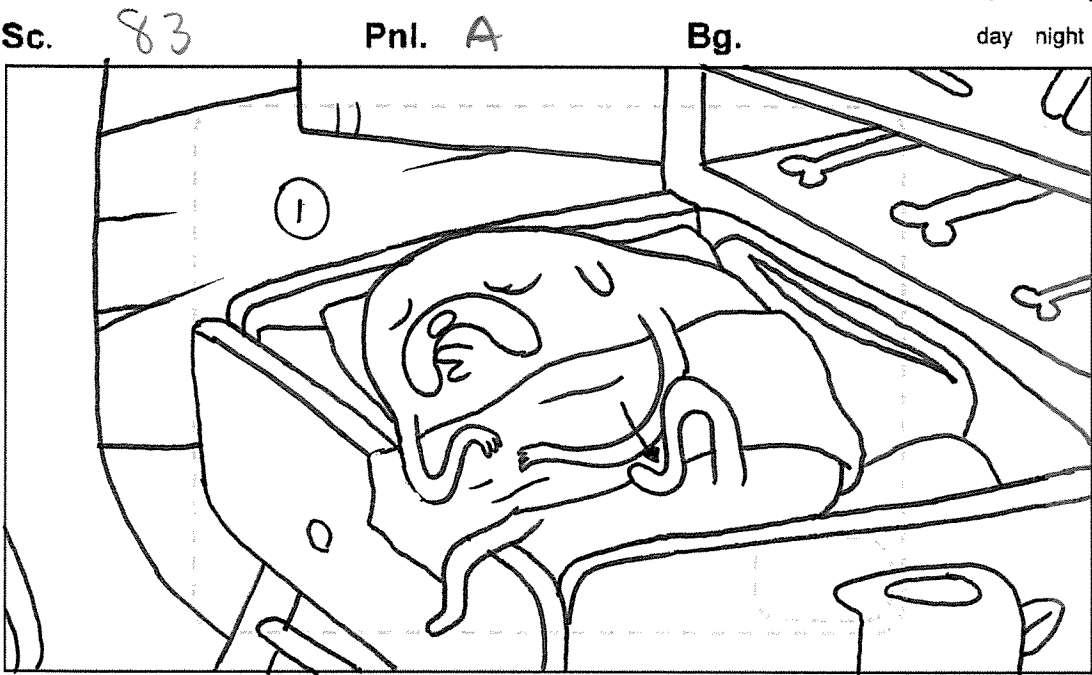


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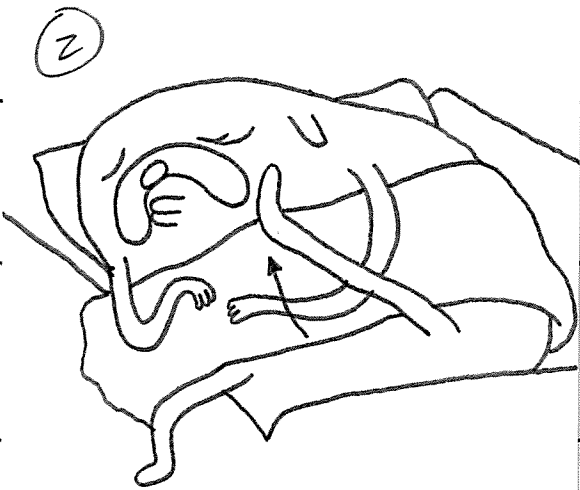
ADVENTURE TIME



Dialog: Jake (sleeptalk)/rainicorn... don't eat him...

Action: Jake's foot kicking the air
cycle ①+②

Timing:



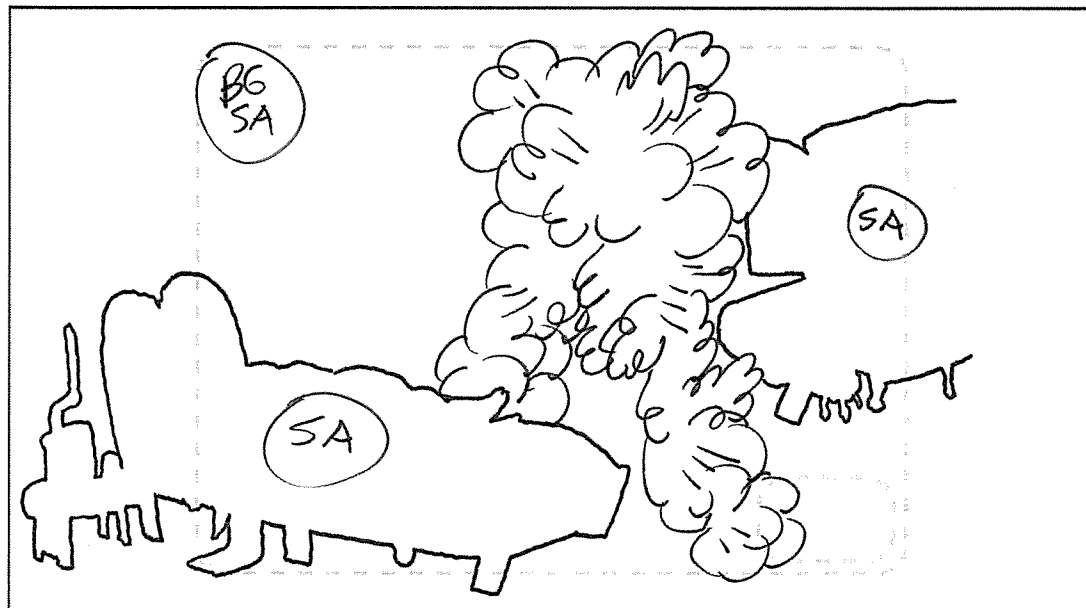
EPISODE # 1000000
Production :

ADVENTURE TIME

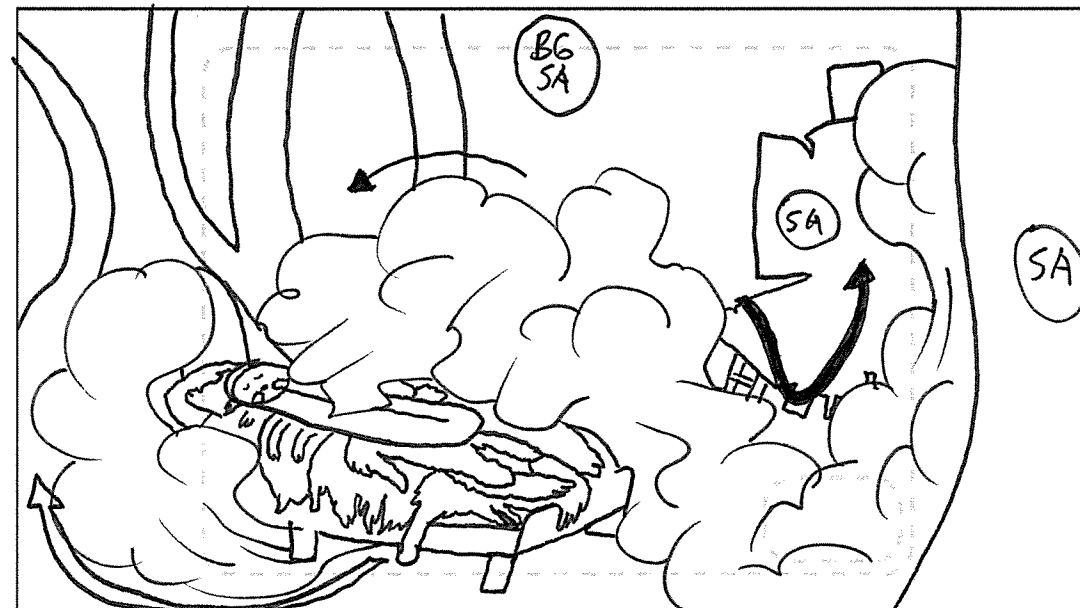


Page 93

Sc. 84 Pnl. B Bg. day night



Sc. 84 Pnl. C Bg. day night



Dialog:

Action: *Scorcher turns into a puff of smoke.*

Smoke spreads through the room. surrounding F+J.

Timing:

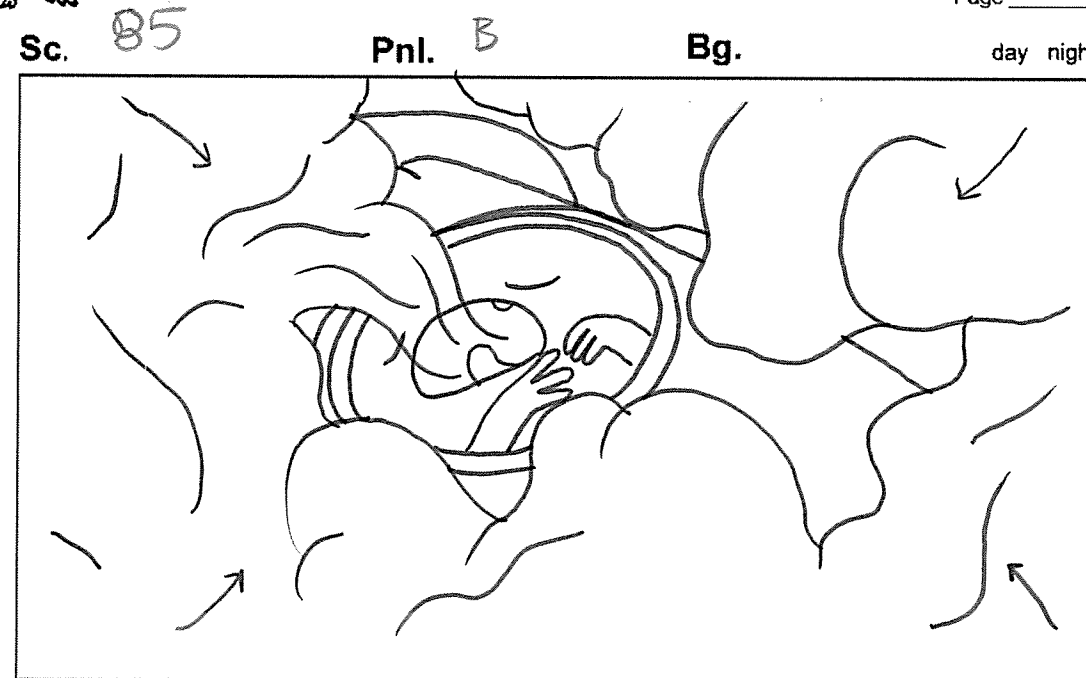
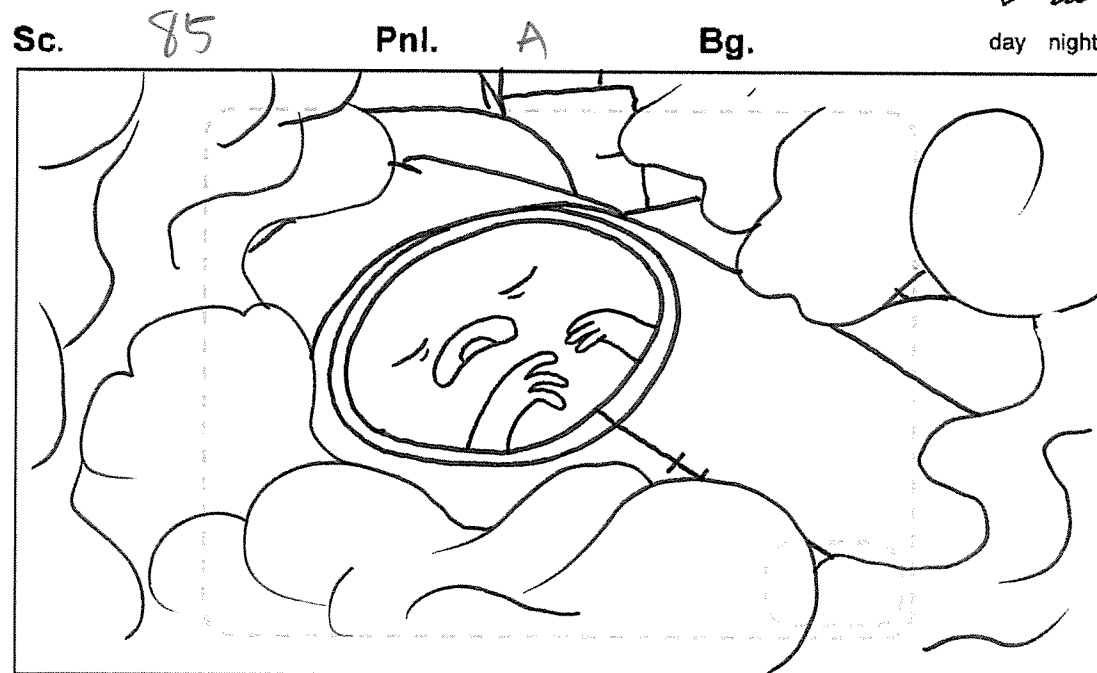
EPISODE # 100855

Production :

ADVENTURE TIME



Page 94



Dialog:

Finn / Wheeze!!

Action:

Smoke closing in on Finn.
Finn breathing in smoke

Timing:

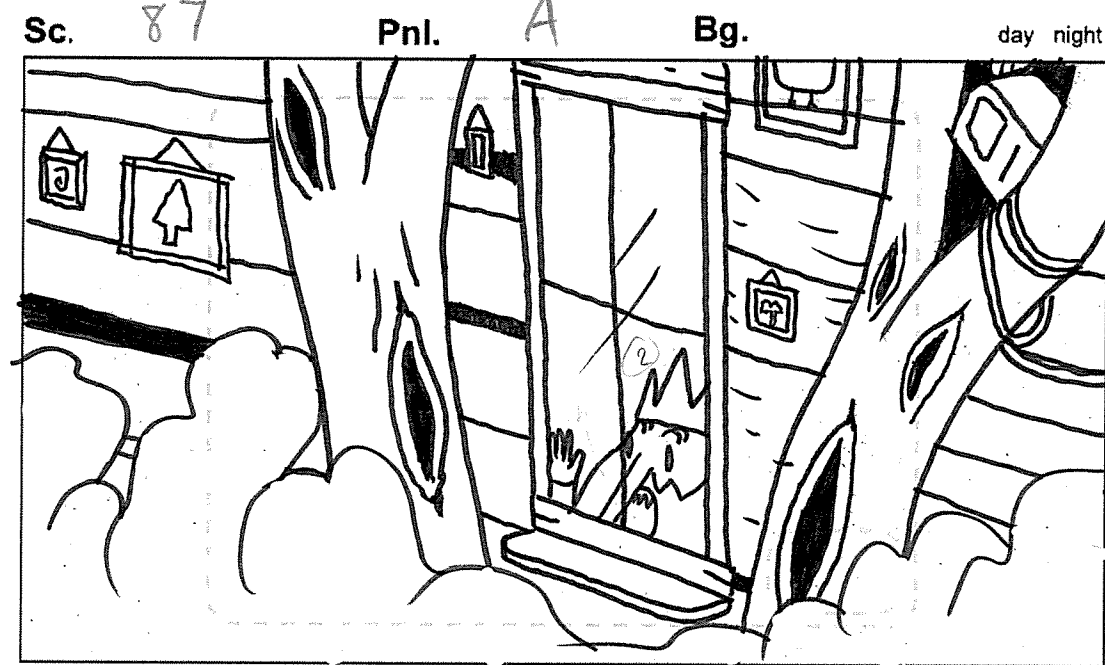
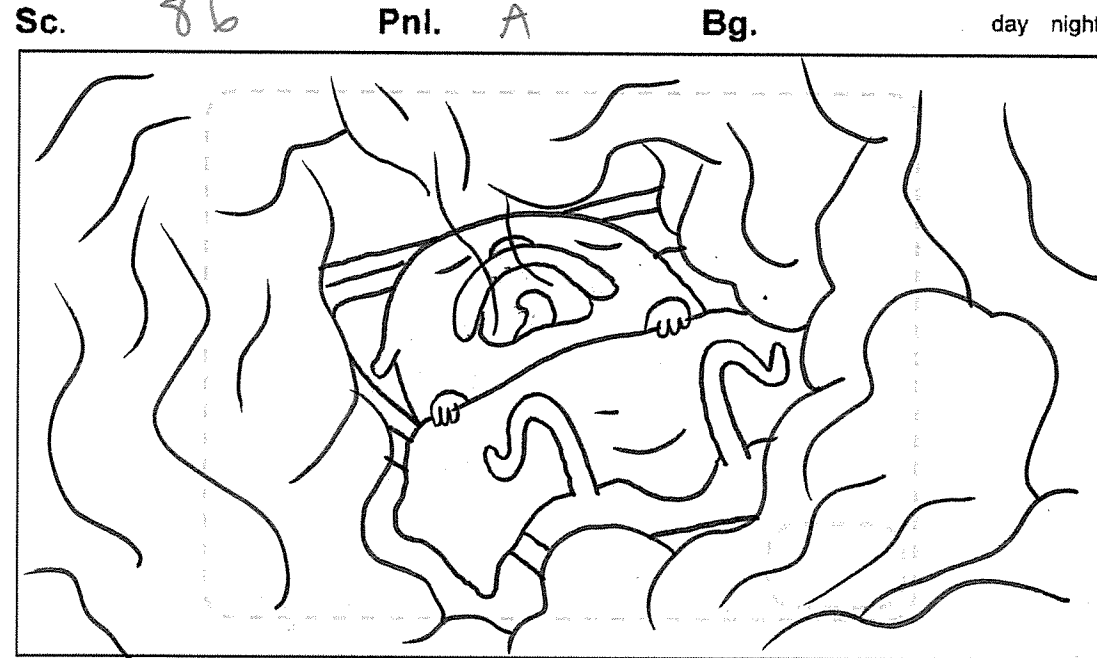
EPISODE #
100855

Production :

ADVENTURE TIME



Page 95



Dialog:

Jake / "where"

IK / "GASP!"

Action:

Timing:



EPISODE #

100855

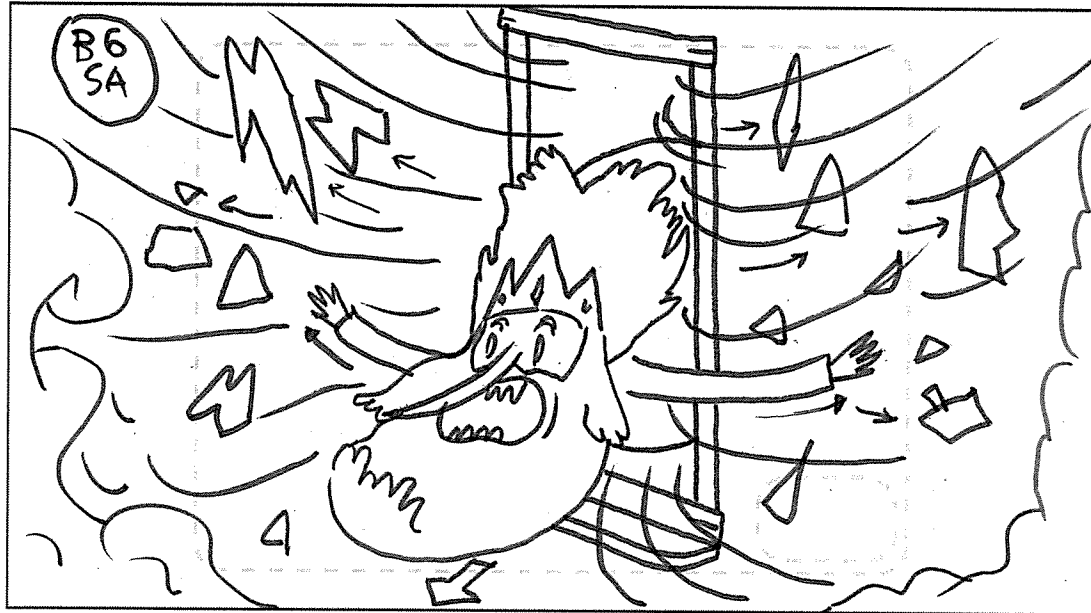
Production :

ADVENTURE TIME

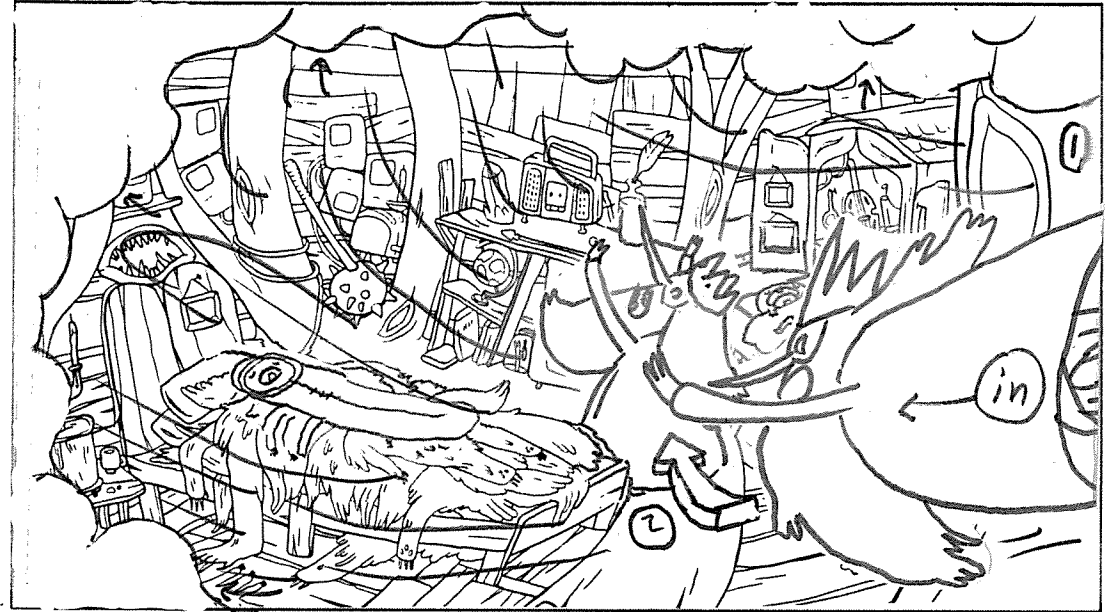


Page 96

Sc. 87 Pnl. Bg. day night



Sc. 88 Pnl. A Bg. day night



Dialog: IK/ ICE WINDS BLOW!!

IK/ BLOW! BLOW!

Action: IK brst through window.
Shattering glass and blowing
wind

IK blows smoke out of the room

Timing:

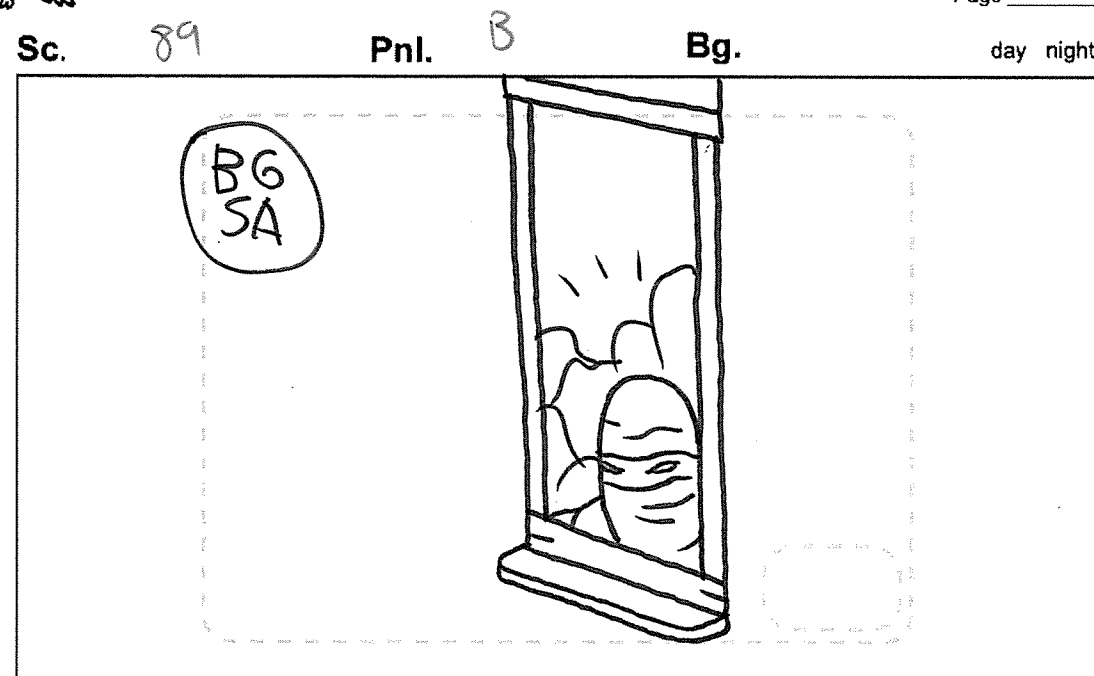
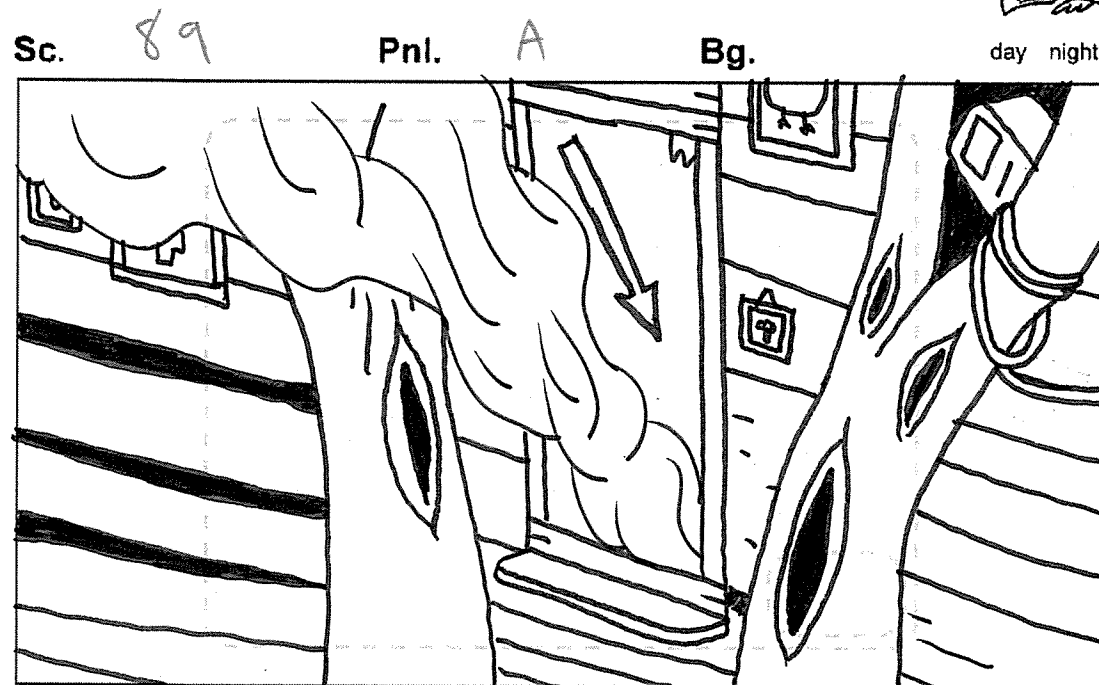
EPISODE # 10033

Production :

ADVENTURE TIME



Page 97



Dialog: IK/(OS) BLOWW!

IK(OS) ≡ GASP≡

Action: smoke blows out window

scorcher re-appears outside window.

Timing:

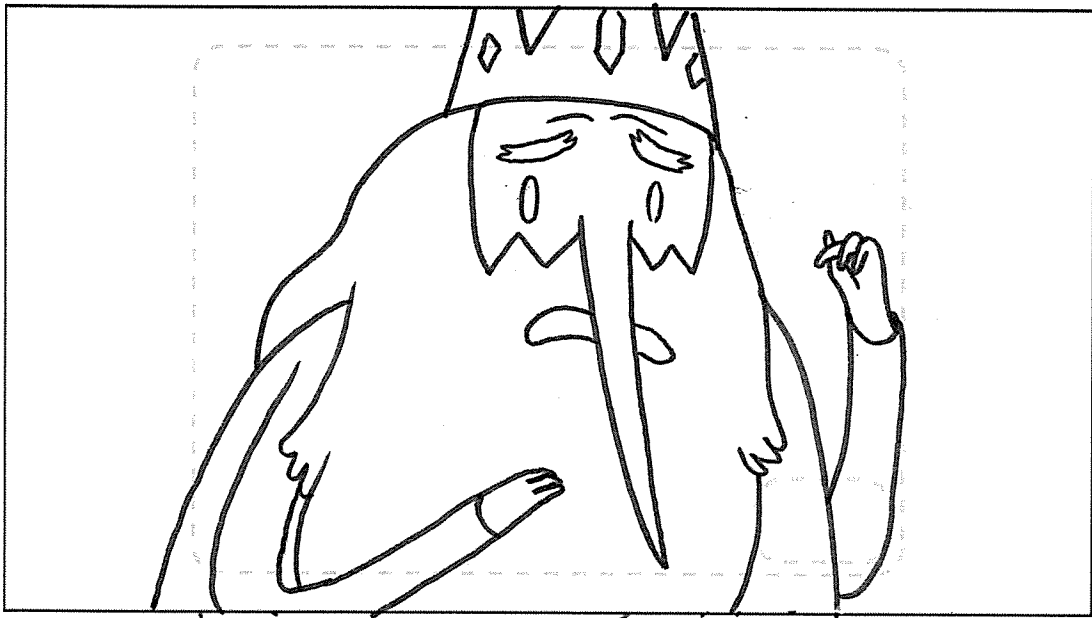
EPISODE # 100855

Production :

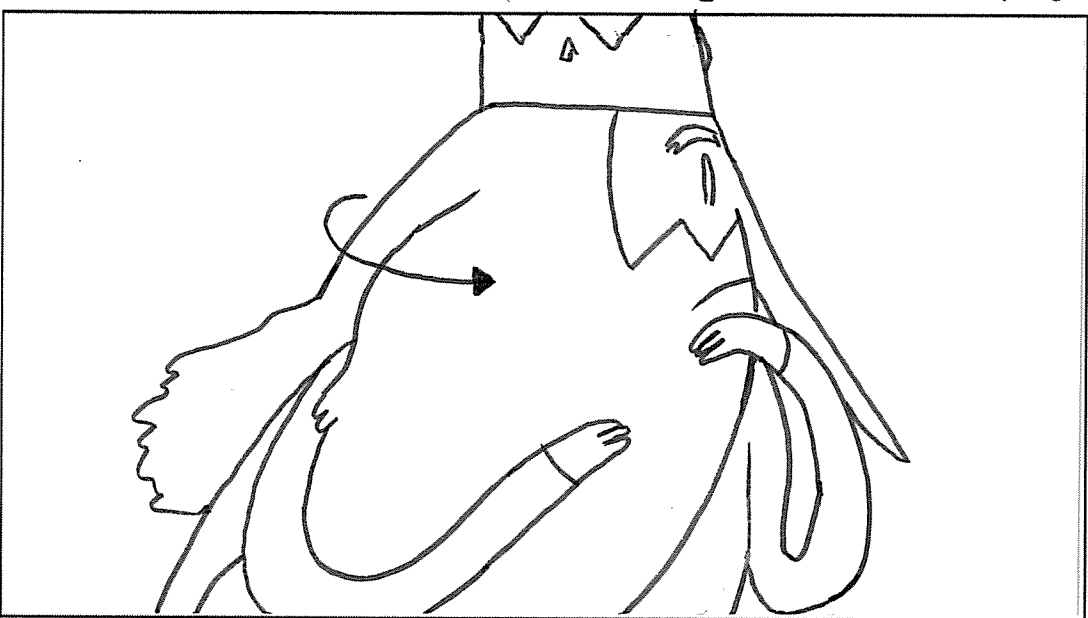
ADVENTURE TIME



Sc. 90 Pnl. A Bg. day night



Sc. 90 Pnl. B Bg. day night

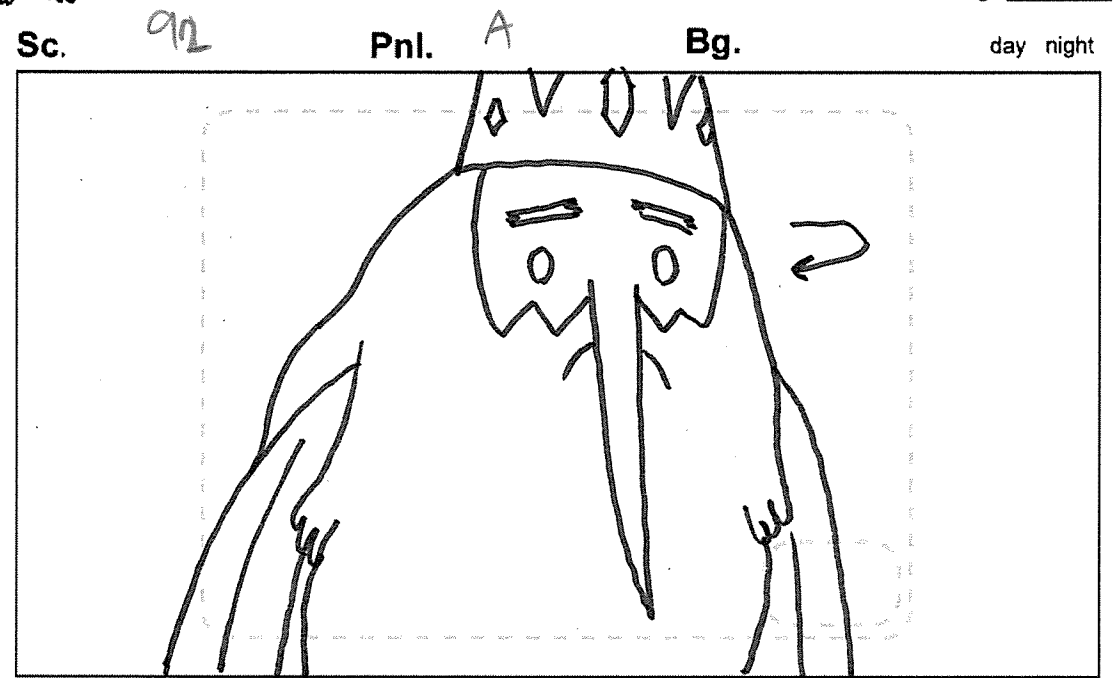
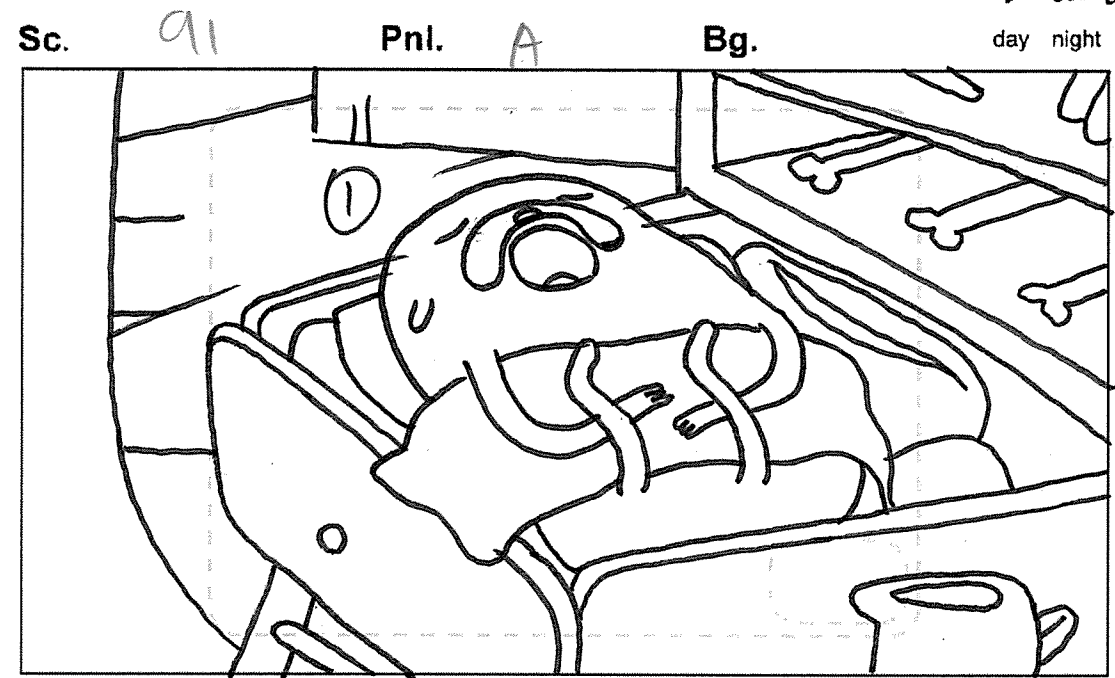


Dialog:	(beat)	Jake(0s) / Meat man... I'm sorry...
Action:	(Ice king looks at Jake)	
Timing:		

EPISODE # 100855

Production :

ADVENTURE TIME



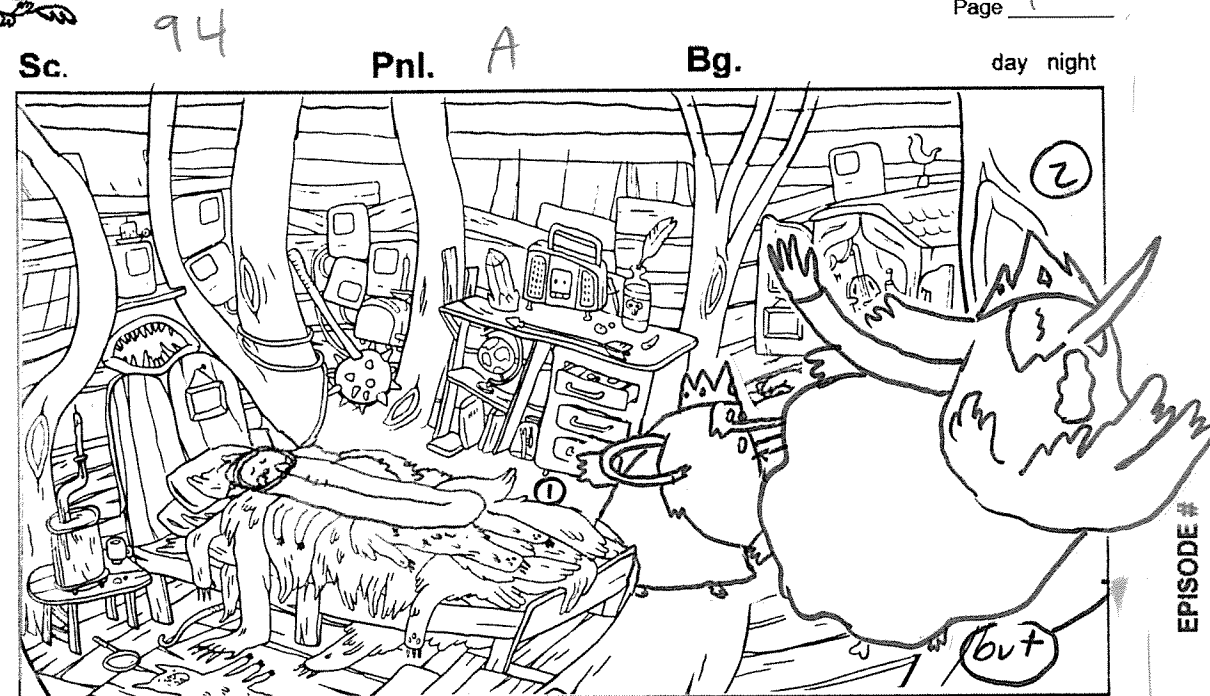
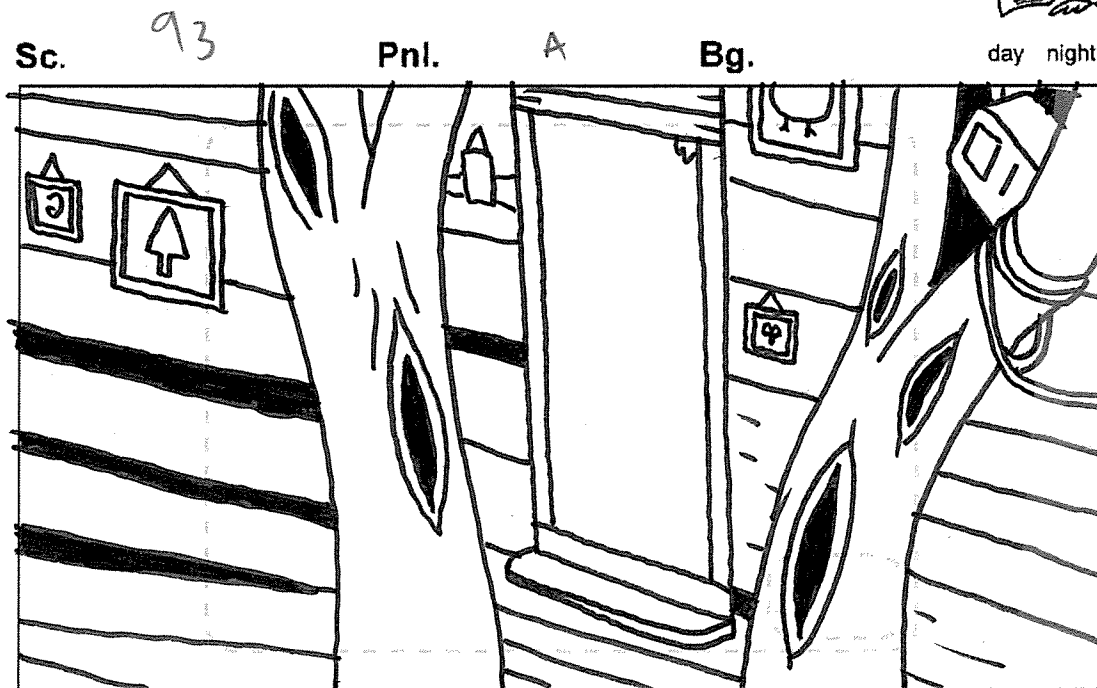
Dialog:	Jake/(sleep talk) ① I'm sorry Meat Man...
Action:	② zzz
Timing:	②

Ik looks back at window

ADVENTURE TIME



Page 100



Dialog:

① IK/ F F A V N AND TAKE I AM JUST A
dream

② IK/ I was never here !

Action:

(scorcher is gone)

(IK fly out)

Timing:

Production :

EPISODE #

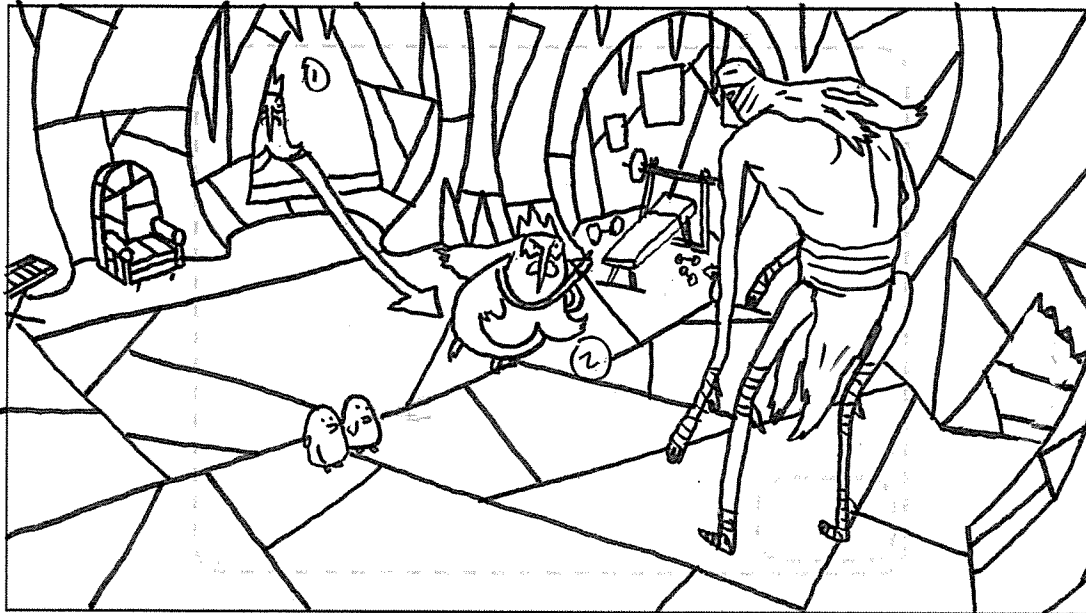
100855

ADVENTURE TIME

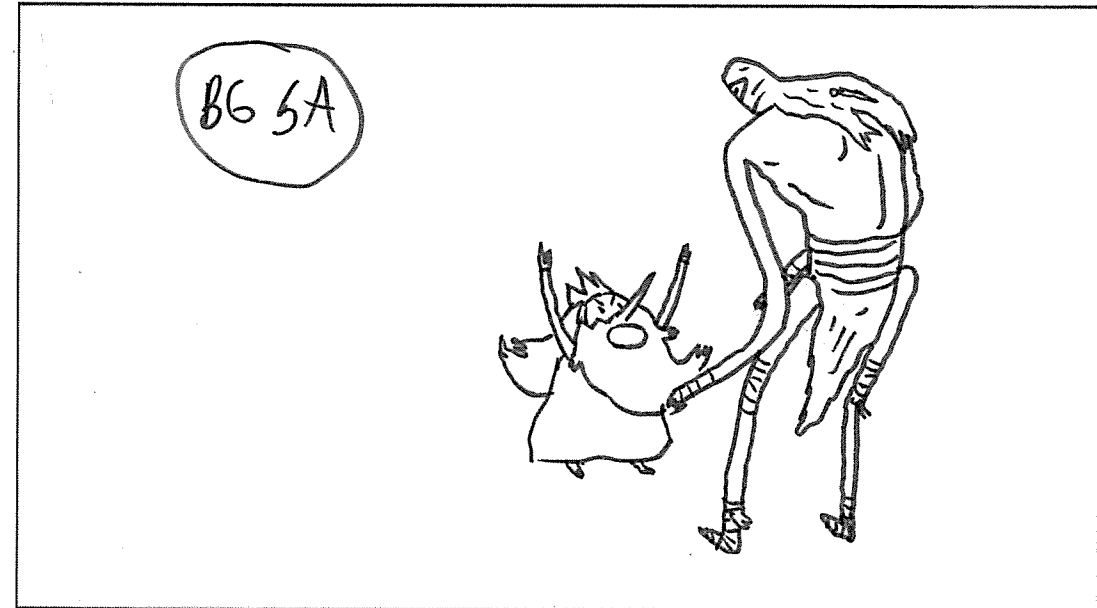


Page 101

Sc. 95 Pnl. A Bg. day night



Sc. 95 Pnl. B Bg. day night



Dialog:

IK/ OK MISTER —————> YOU ARE REALLY TRYING MY PATIENCE!

Action:

Timing:

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Production :

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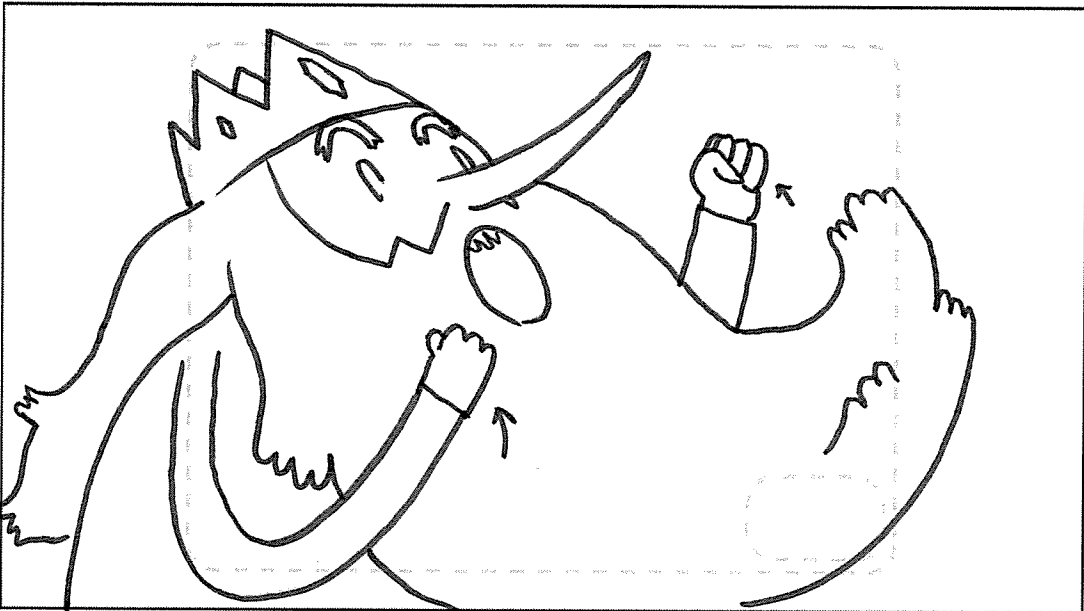
ADVENTURE TIME



Sc. 96 Pnl. A Bg. day night



Sc. 96 Pnl. B Bg. day night



Dialog: IK/How clear can I be?!



Action

Timing

IK/ all I want you to do
is hit them!

EPISODE # 100855
Production :

ADVENTURE TIME



Page 103

Sc.

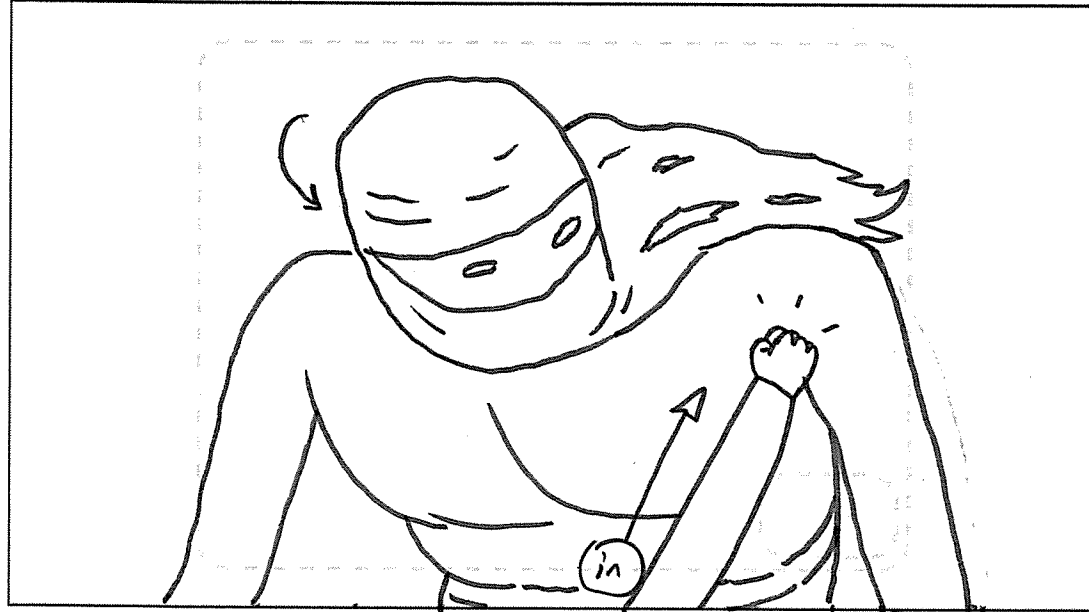
97

Pnl.

A

Bg.

day night



Sc.

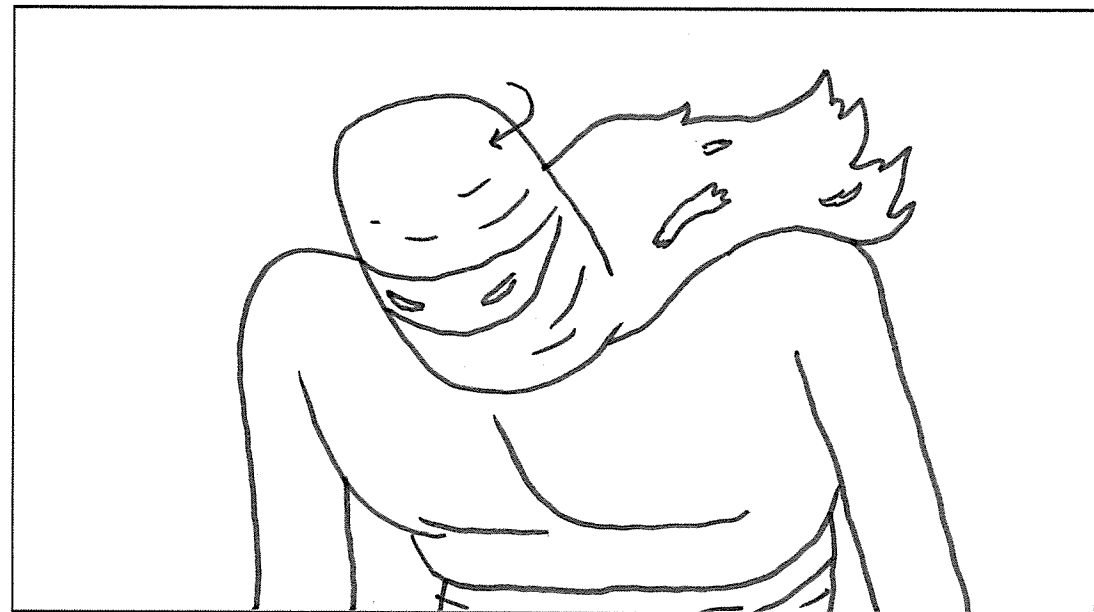
97

Pnl.

B

Bg.

day night



Dialog:

Ice King (os) / On the shoulder
or something!
Uhn!

Action:

IK tap scorcher on the shoulder

scorcher stares back at Ice King

Timing:

EPISODE #

100855

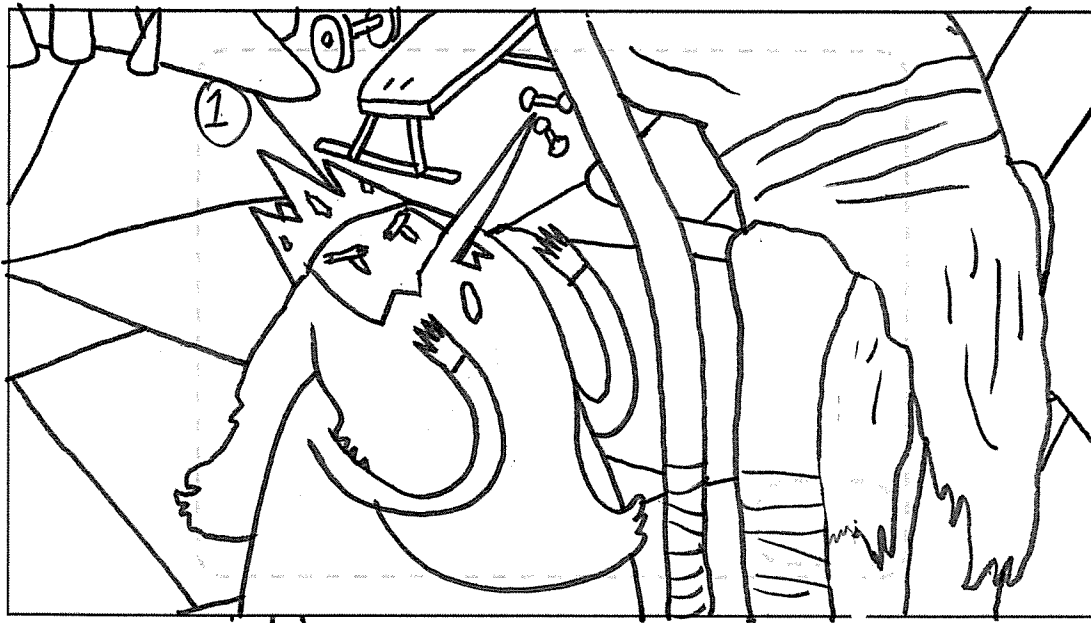
Production :

ADVENTURE TIME



Page 104

Sc. 98 Pnl. A Bg. day night



Sc. 98 Pnl. B Bg. day night



Dialog:
1K/① Are you even
② listening?

Action:

Timing:



1K/① (Beat)
② Oh I get it.

① 1K puts hands down



Production :

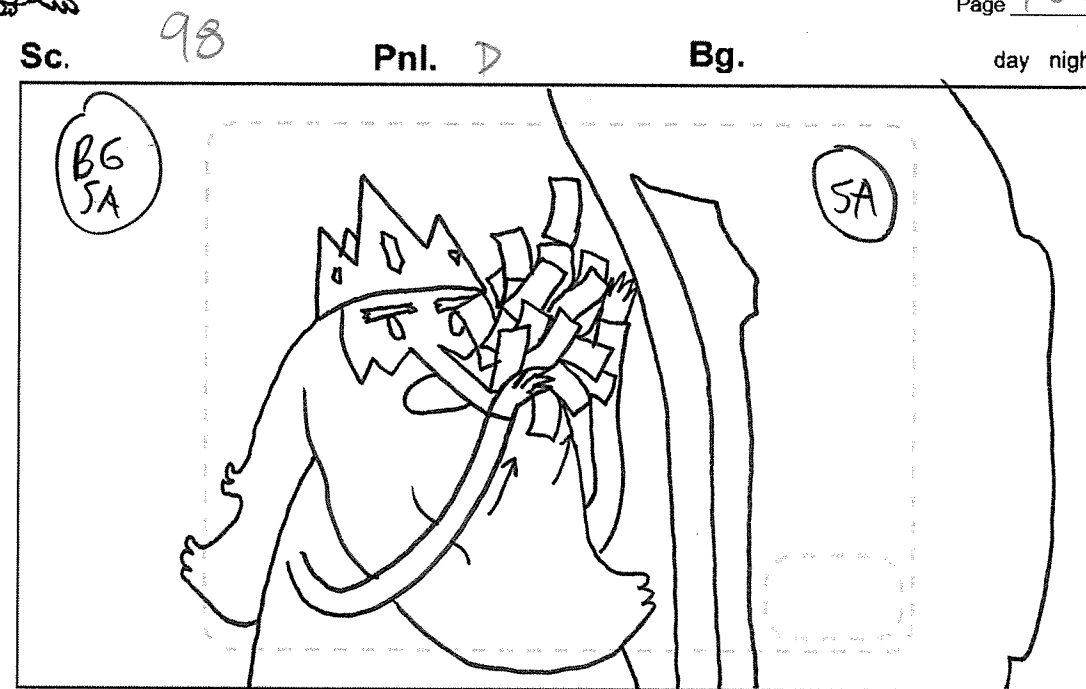
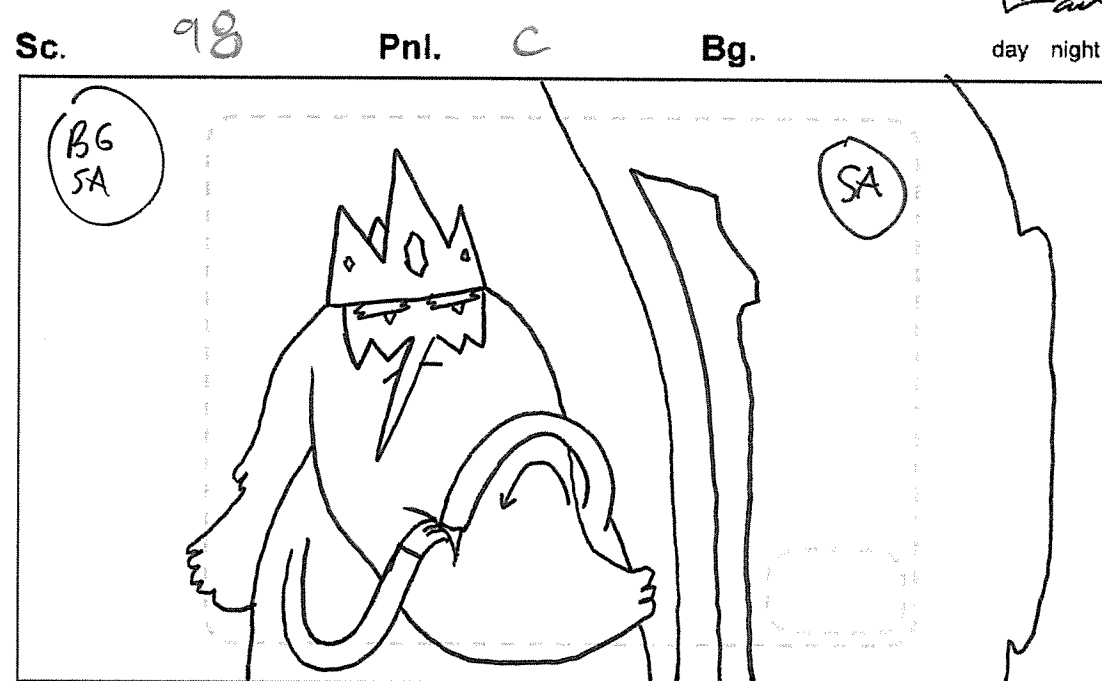
EPISODE #

100855

ADVENTURE TIME



Page 105



Dialog:

IK/ here's DOUBLE THE GREASE to
NOT kill Finn and Jake.

Action: (IK reaches into his beard)

(IK whips out cash from his beard)

Timing:

100855

EPISODE #

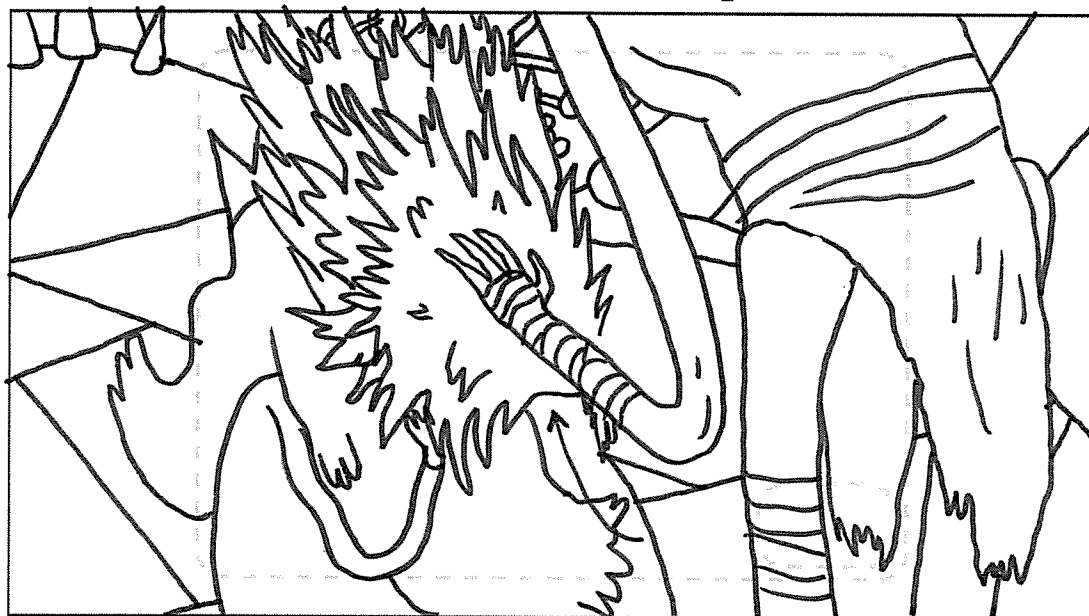
Production :

ADVENTURE TIME

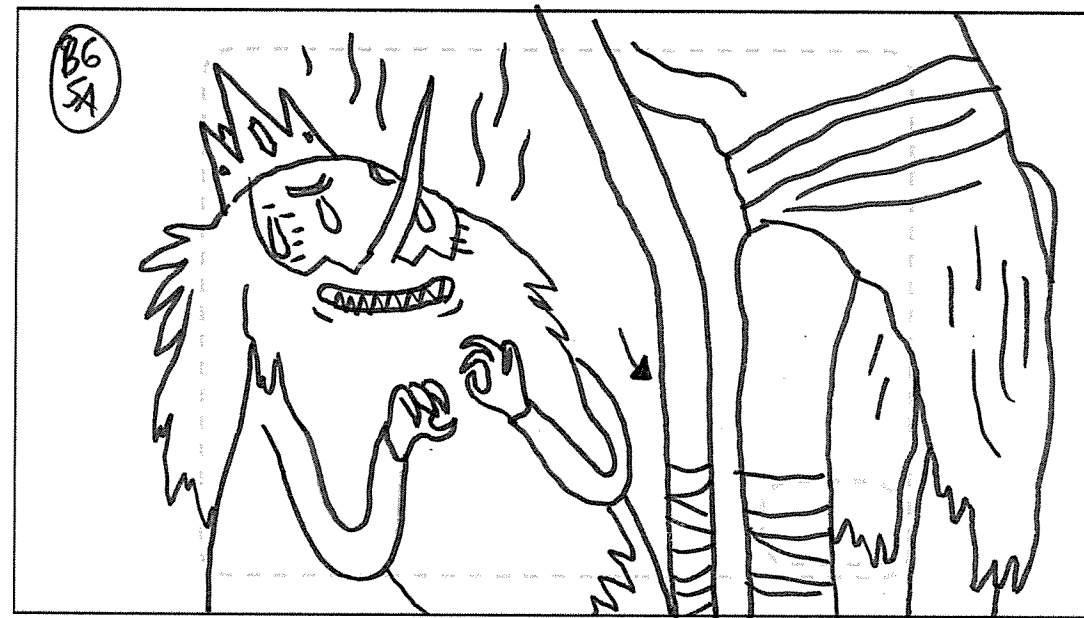


Page 106

Sc. 98 Pnl. E Bg. day night



Sc. 98 Pnl. F Bg. day night



Dialog:

== f m W D D S H ==

IK/Hebe... you tryin' a hustle me, scorcher

Action:

Scorcher burns up money

Timing:

100855

EPISODE #

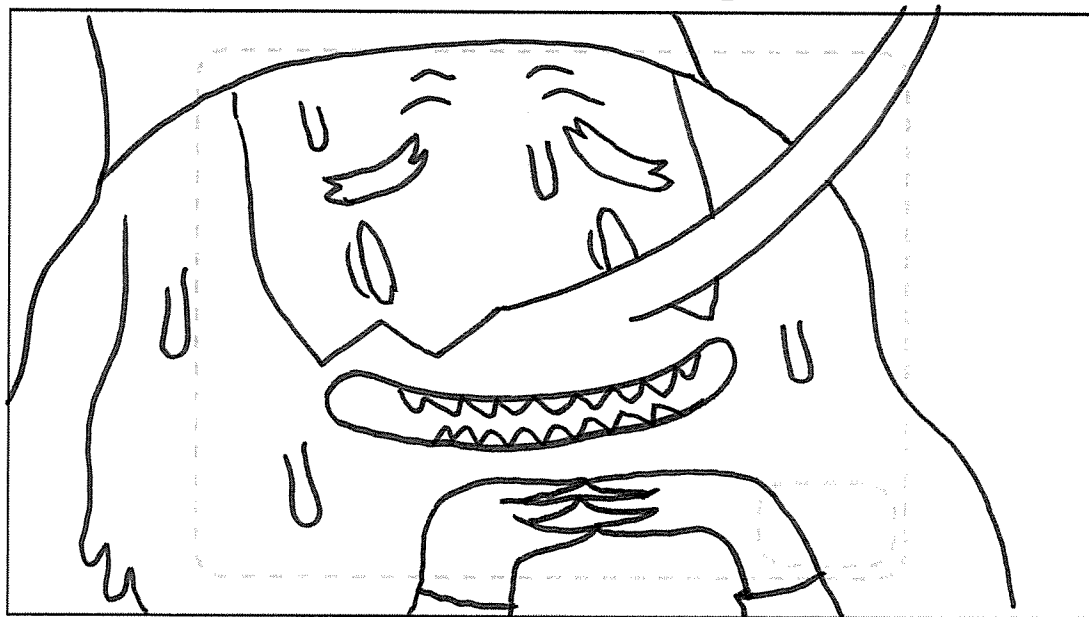
Production :

ADVENTURE TIME

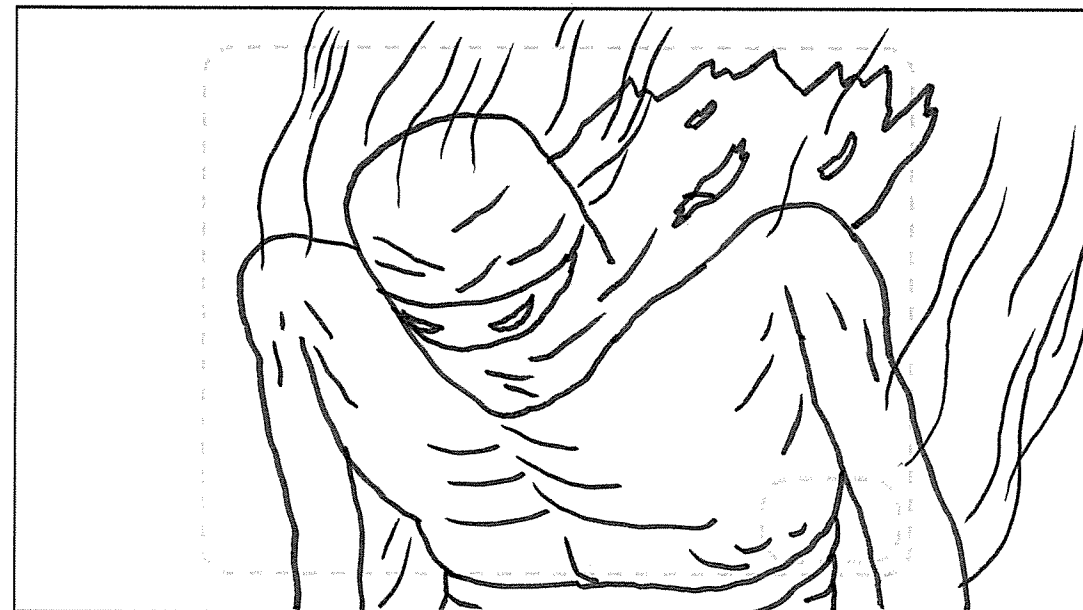


Page 107

Sc. 99 Pnl. A Bg. day night



Sc. 100 Pnl. A Bg. day night



Dialog:

Ice King/ OK I'll play this game. —————→ (OS) How 'bout this prize piece for your pad ?

Action:

scorcher's body smoking

Timing:

EPISODE # 100855

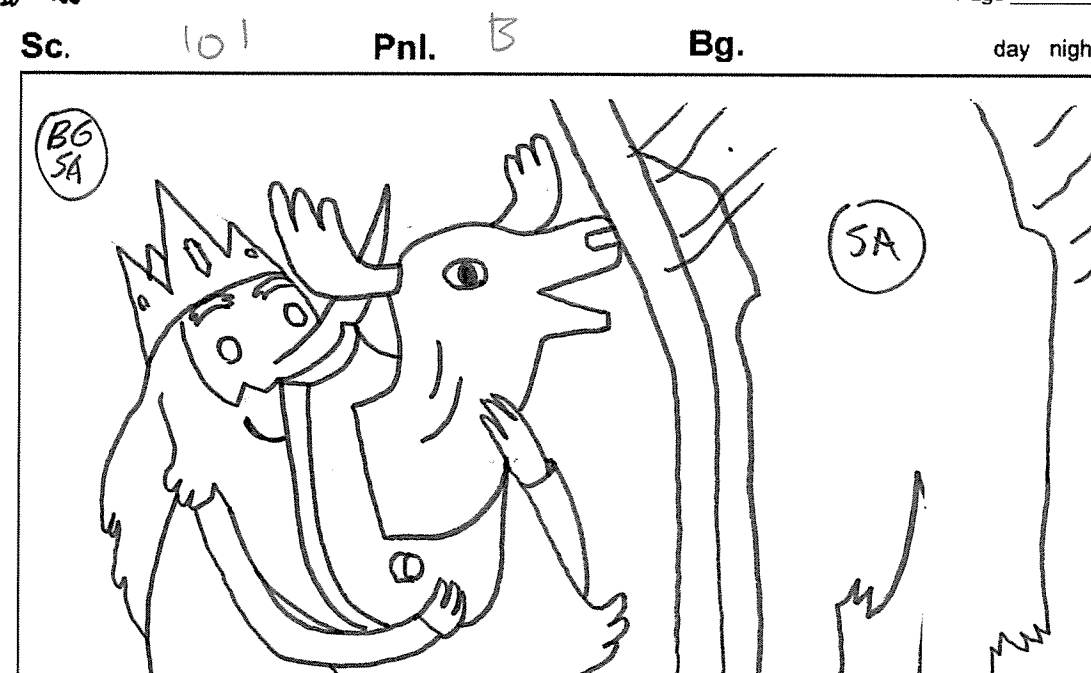
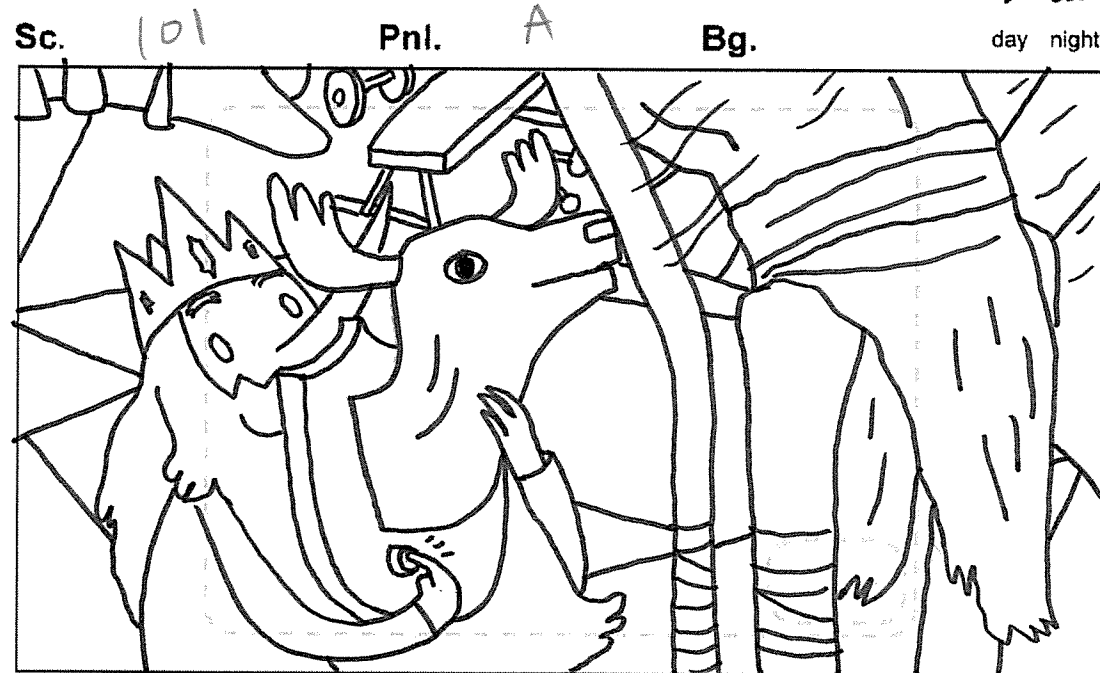
Production :

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ADVENTURE TIME



Page 108



Dialog:

Deer Head ♪ I wanna live live live ♪
♪ I wanna live live live ♪

Action:

(IK press button on Deer head)

(toy deer head sings)

Timing:

Production :

EPISODE #

100855

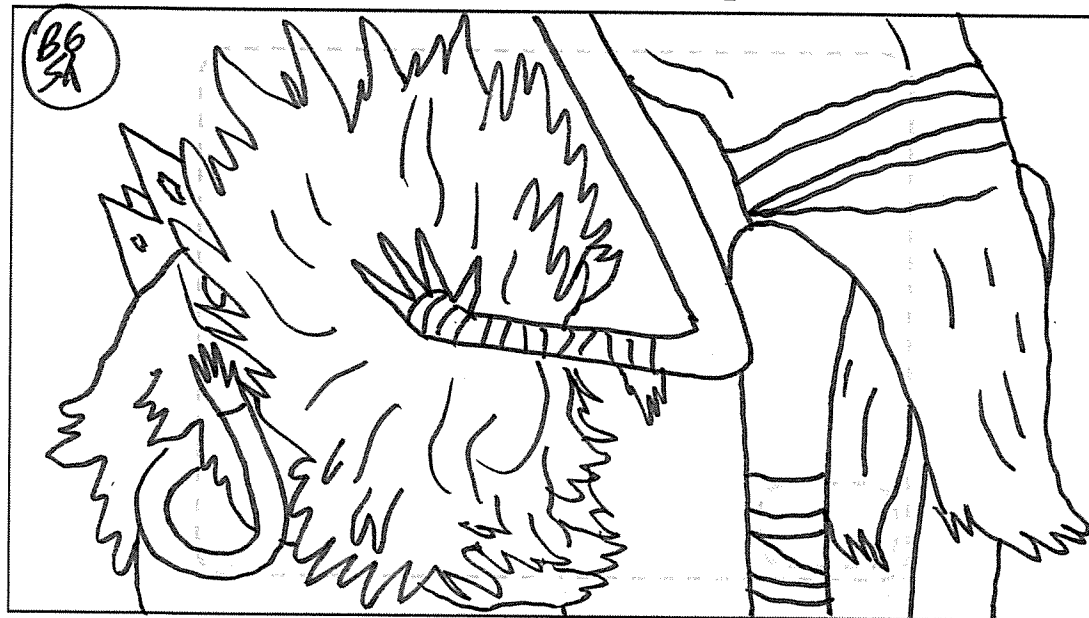
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ADVENTURE TIME



Page 109

Sc. 101 Pnl. C Bg. day night

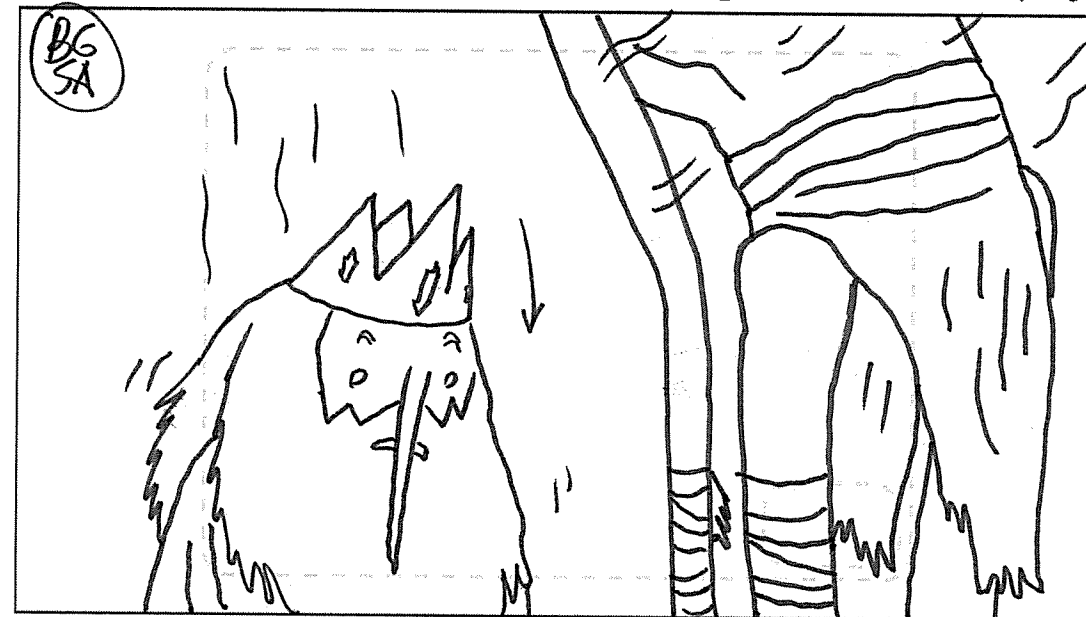


Dialog: IK/ NOOO!!

Action: scorcher incinerate deer head)

Timing:

Sc. 101 Pnl. D Bg. day night



IK/ hrm ok. How 'bout these bad boys...

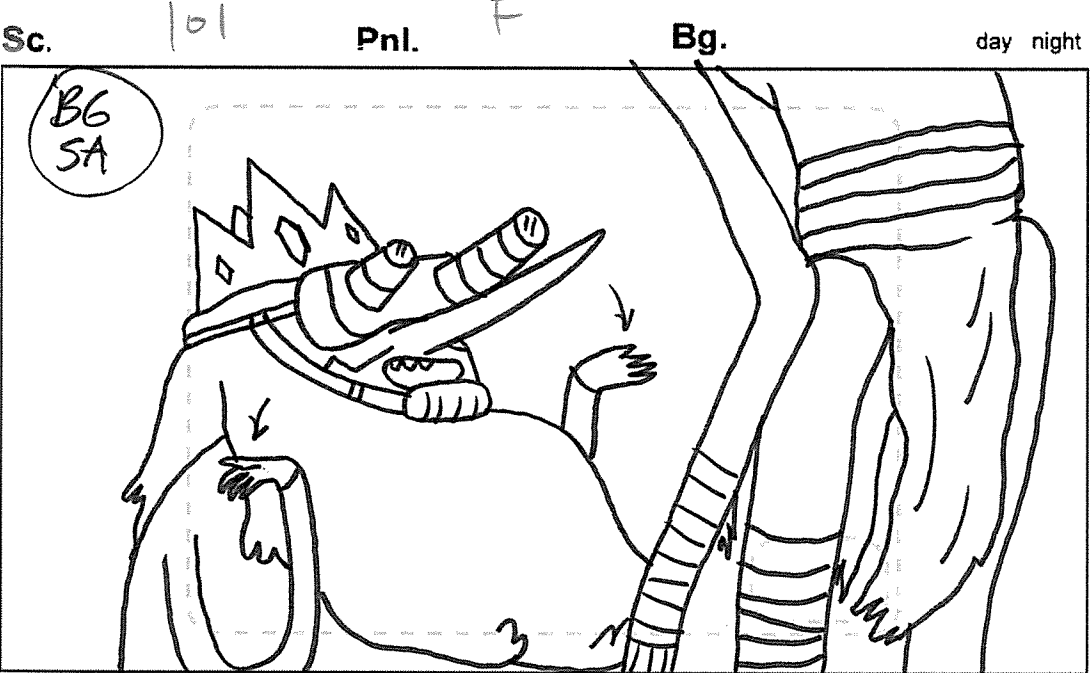
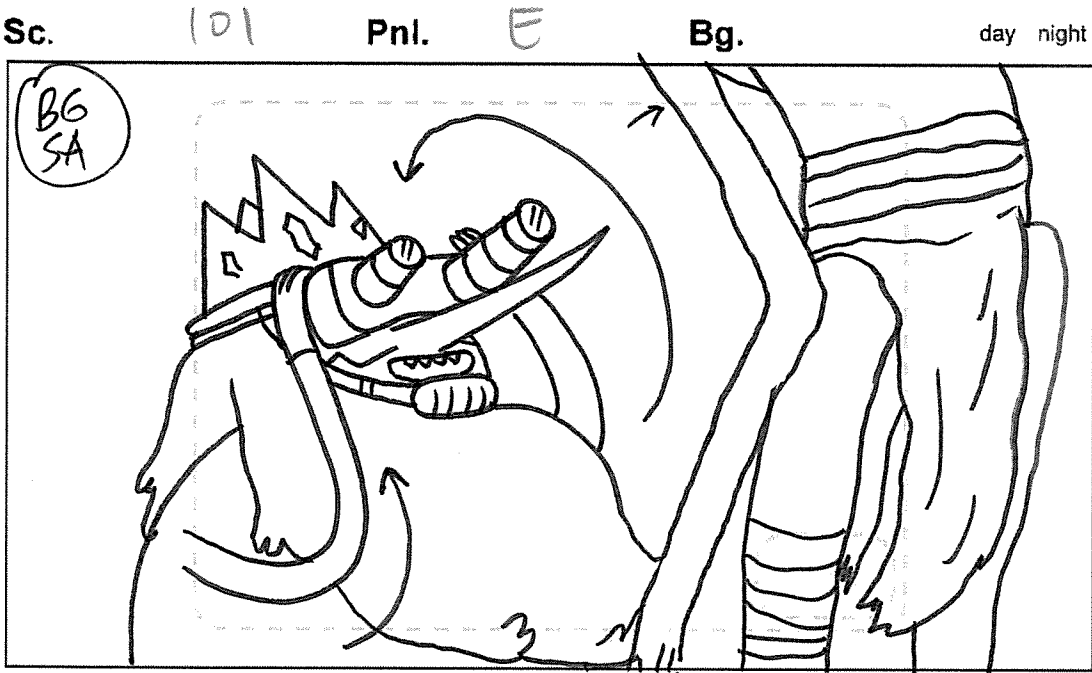
IK reaches down, rummaging...

Production :

EPISODE #

100855

ADVENTURE TIME



Dialog: IK/ Night vision, x-ray goggles! —————> for when you have lady houseguests.

Action: (puts on goggles)
(scorcher backs up slightly)

Timing:

EPISODE # 100855

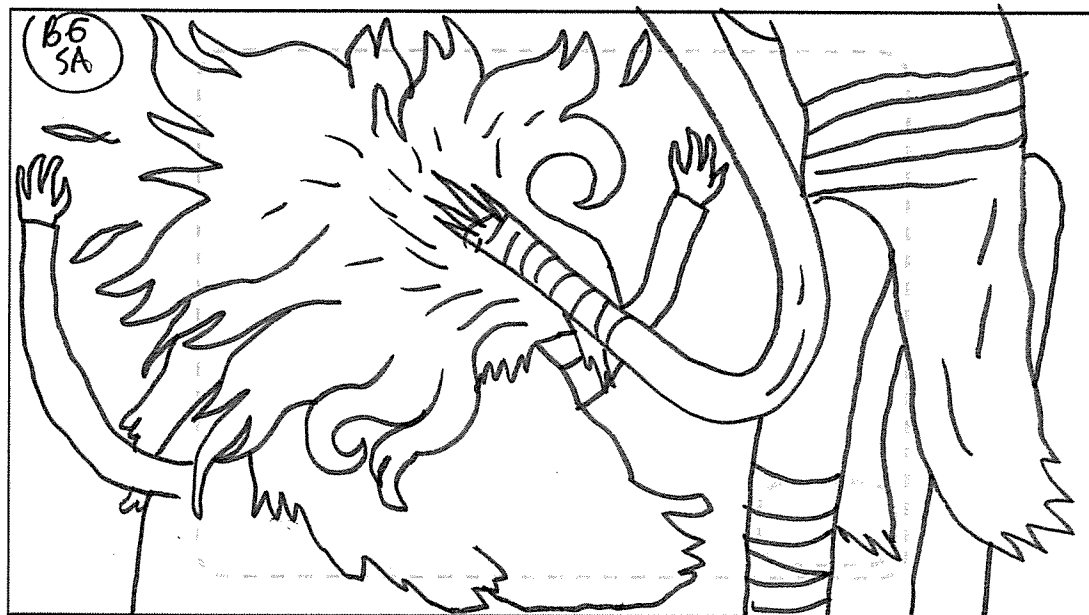
Production :

ADVENTURE TIME

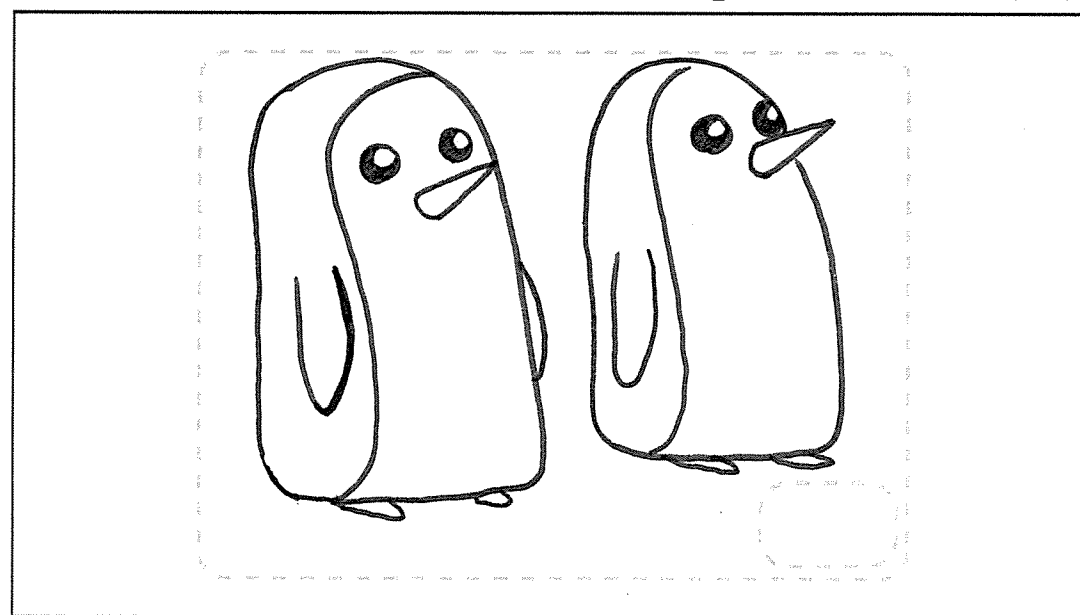


Page 111

Sc. 101 Pnl. G Bg. day night



Sc. 102 Pnl. A Bg. day night



Dialog: IK/AAAA!!

IK(OS) come on!!

Action: scorcher burns goggles off his face

Timing:

EPISODE # 100855

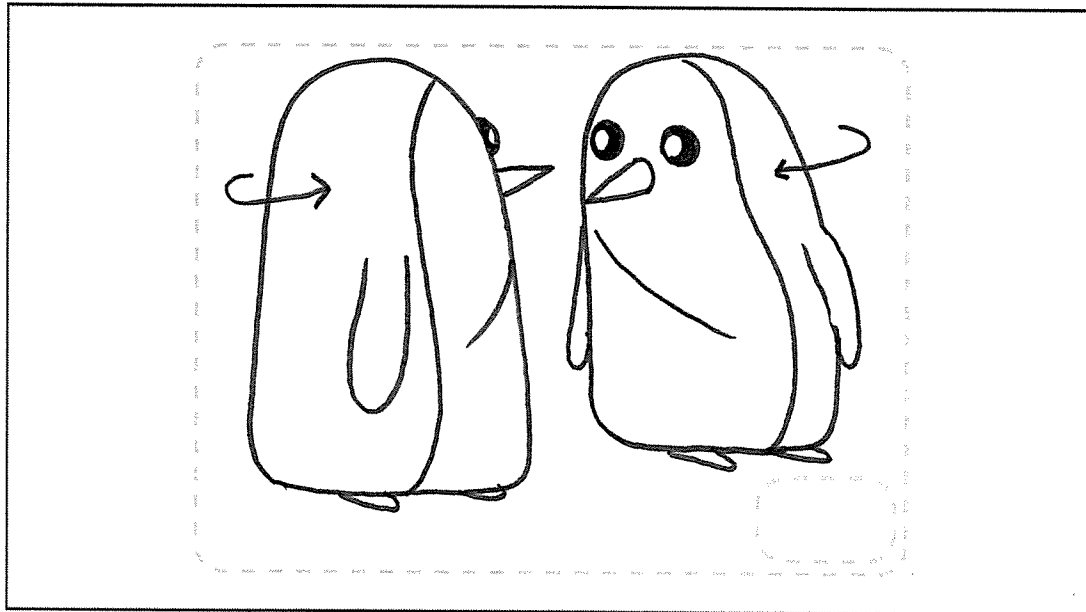
Production :

ADVENTURE TIME

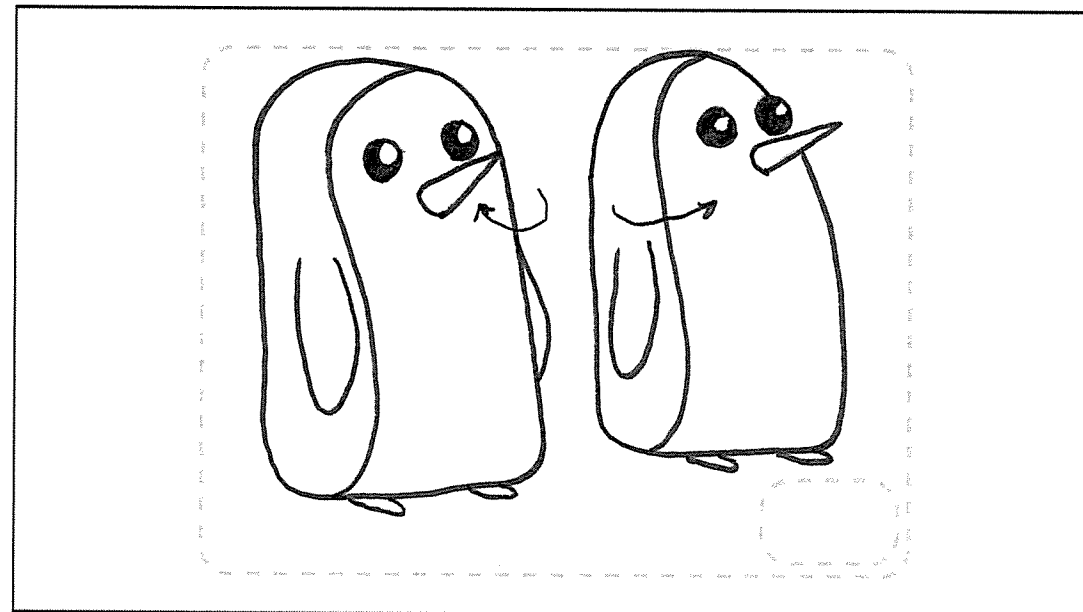


Page 112

Sc. 102 Pnl. B Bg. day night



Sc. 102 Pnl. C Bg. day night



Dialog: IK(05) A+ least renegotiate the target!

IK(05) / You can destroy my least favorite princesses!

Action:

Timing:

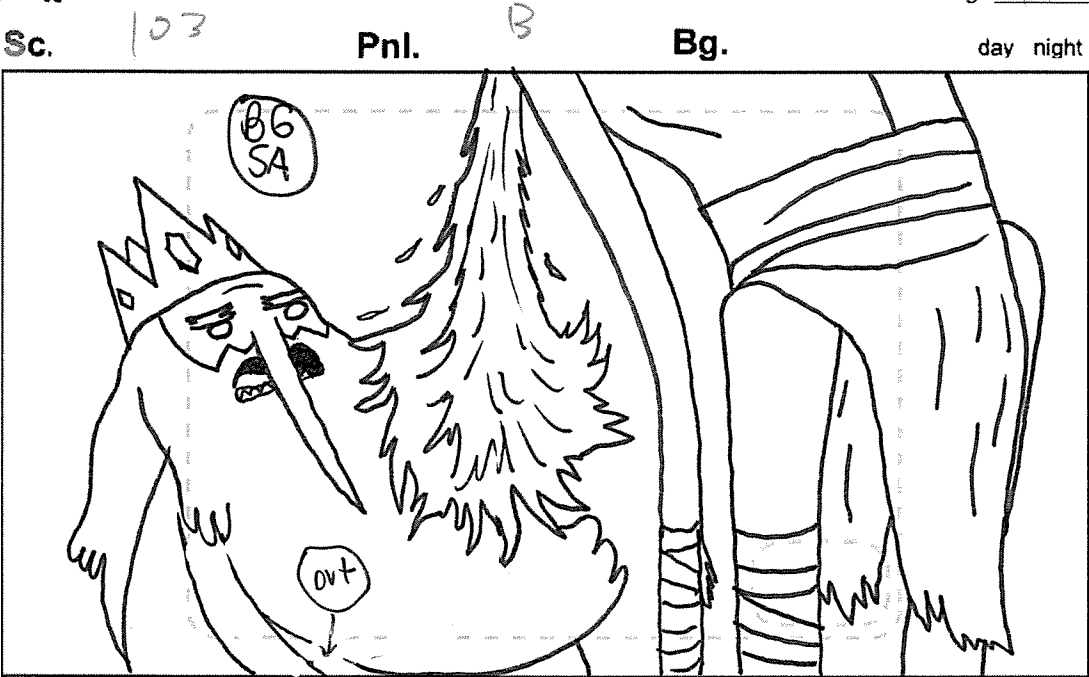
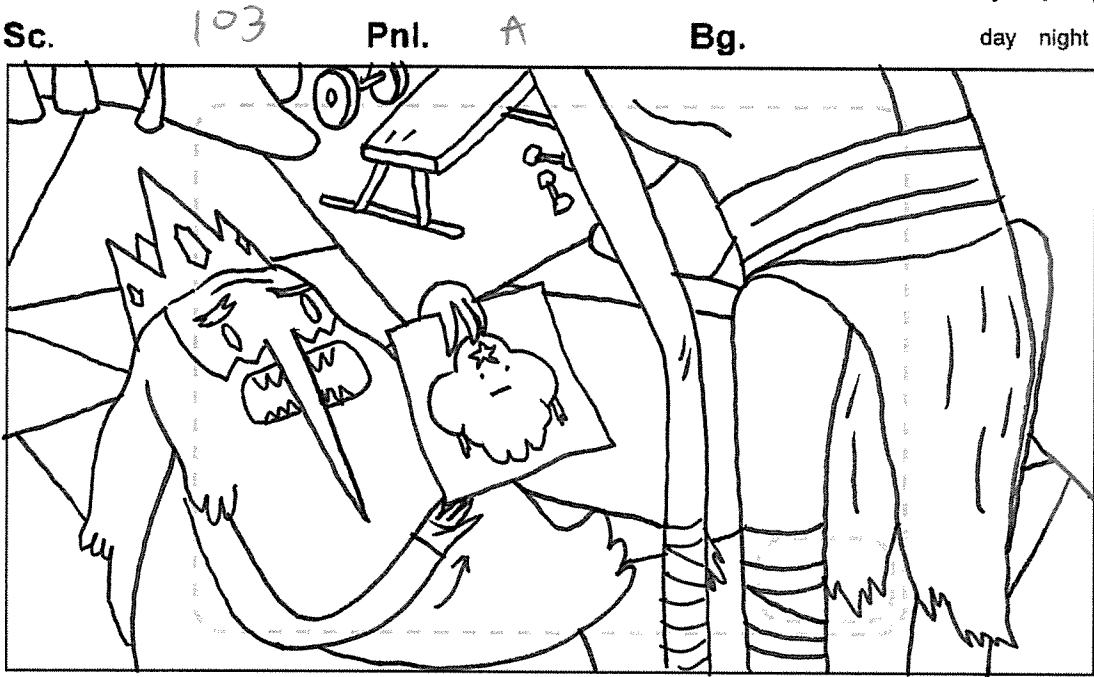
EPISODE #

100855

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ADVENTURE TIME



Dialog:	Ik/ What about LumpySpace Princess?	
Action:	(shows a pic of LSP)	(scorcher spit's fire on pic) (Ik lowers hand O.S.)
Timing:		

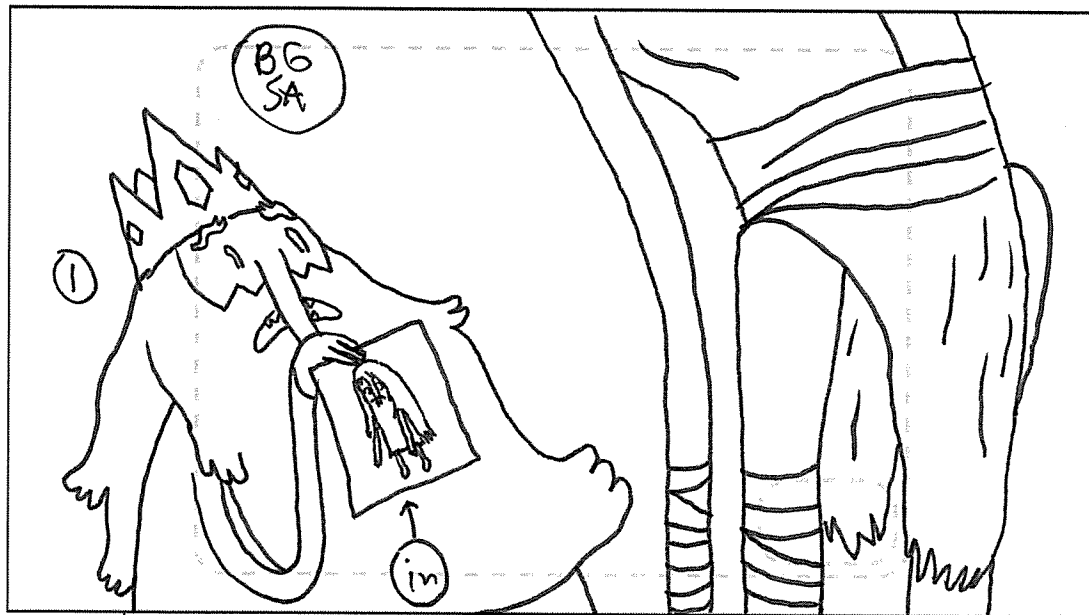
EPISODE # 100855
Production :

ADVENTURE TIME

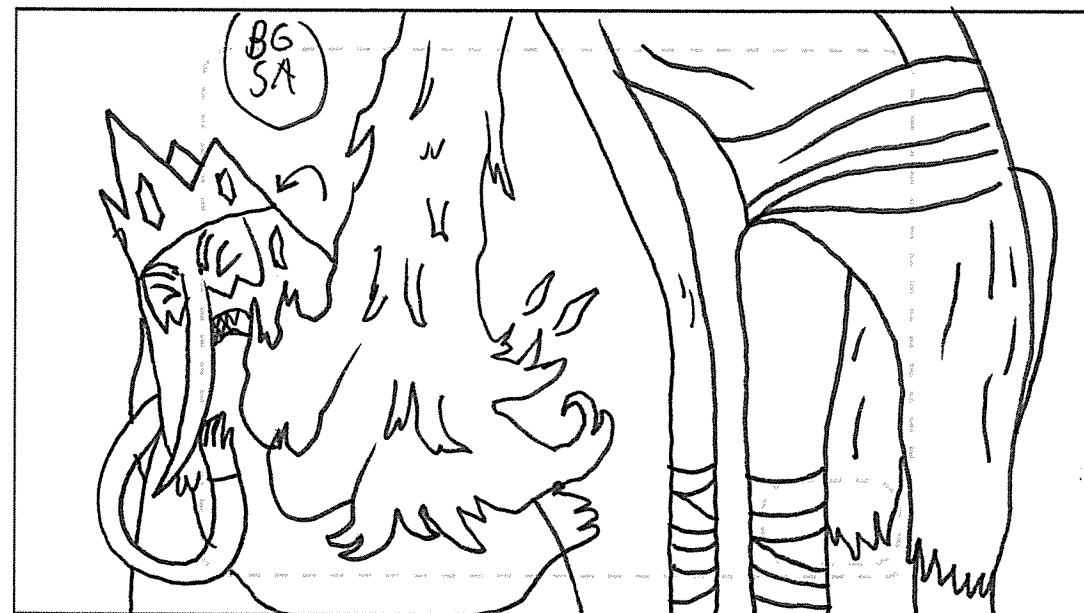


Page 114

Sc. 103 Pnl. C Bg. day night



Sc. 103 Pnl. D Bg. day night



Dialog: IK ① Ghost princess? ② I can't even
hold her with my
love mits.

Action:
(cycle 2a+2b)
(IK lift picture from O.S.)

Timing:



IK / AH JEEZ!

(scorcher spew
fire)

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ADVENTURE TIME

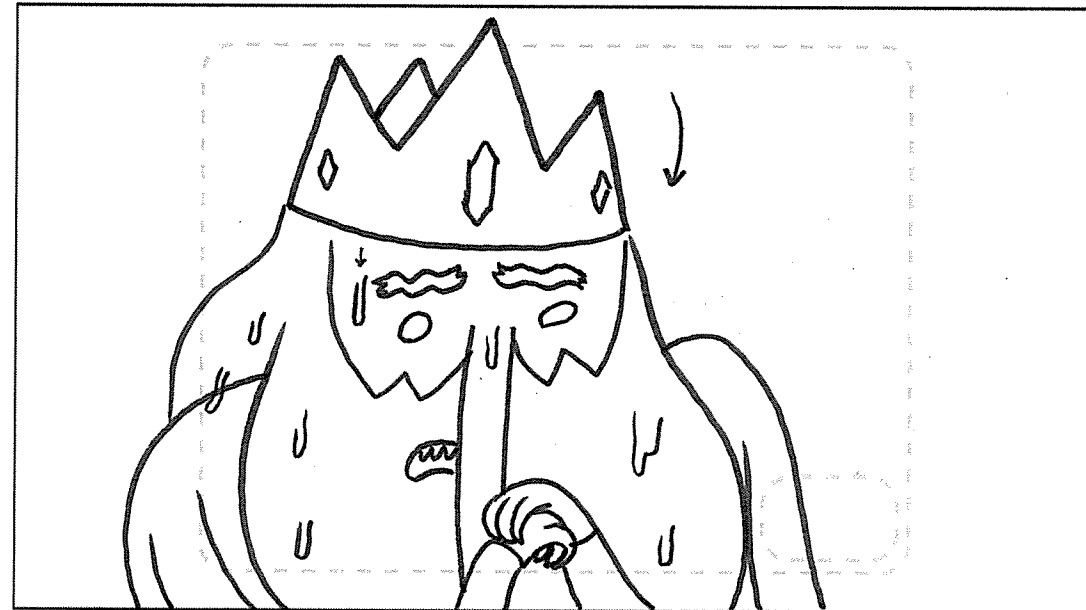


Page 115

Sc. 104 Pnl. A Bg. day night



Sc. 104 Pnl. B Bg. day night



Dialog:

Ik/ ehh...

Ik/ hrm...

Action:

(sweat drip)

(Ik lookin' down at his hands)
(sweat drip)

Timing:

EPISODE #

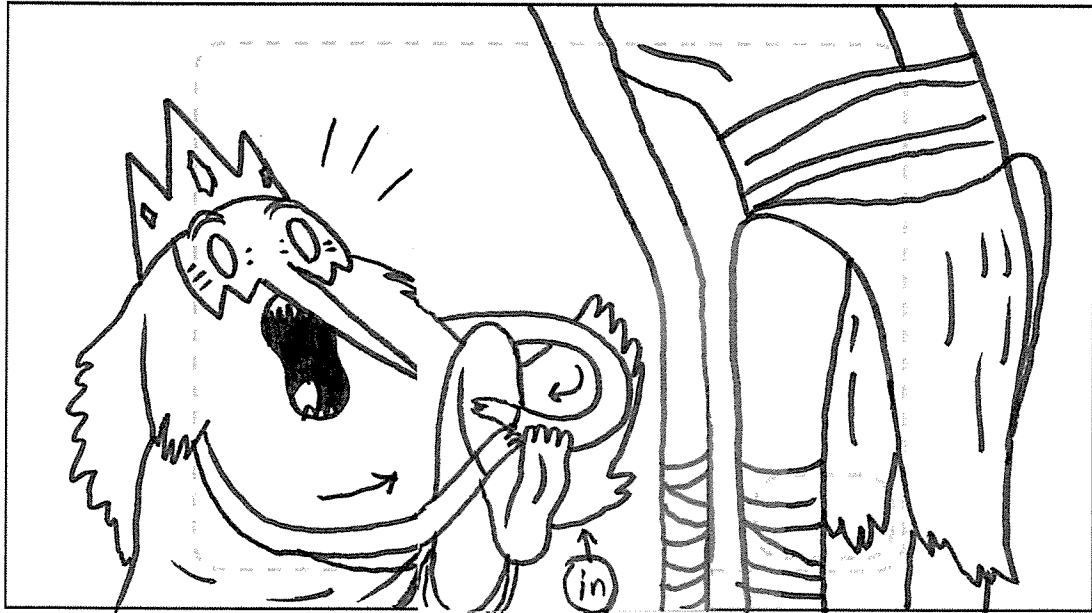
100855

Production :

ADVENTURE TIME



Sc. 105 Pnl. A Bg. day night

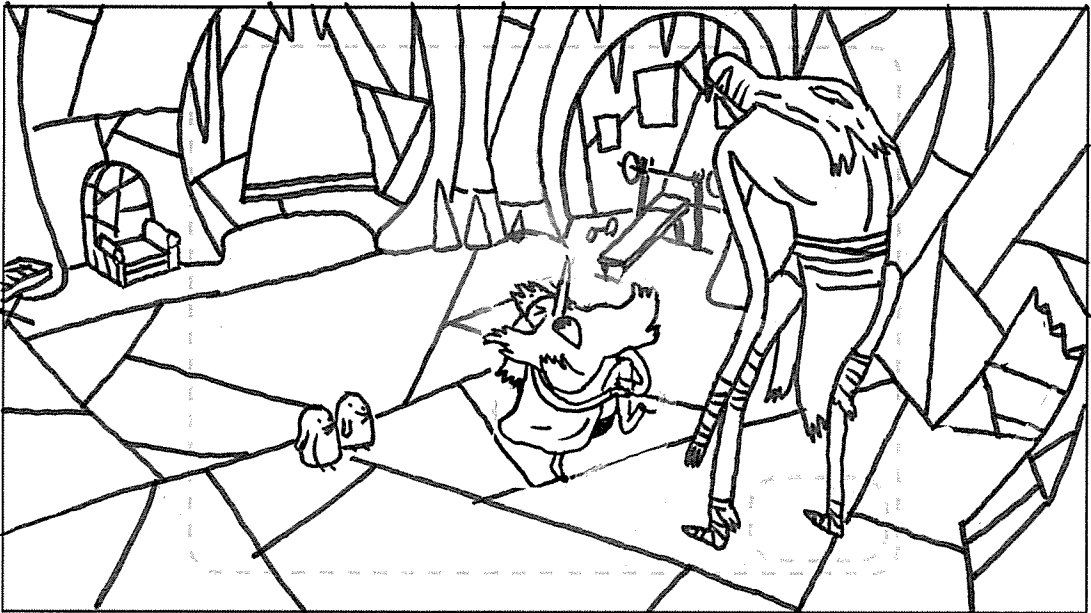


Dialog: IK / ~~IK~~ AOW! CRAMP!

Action: (IK lift up leg and grab with both hands)

Timing:

Sc. 106 Pnl. A Bg. day night



IK / GRAMP IN MY LEG!

EPISODE # 100855
Production :

ADVENTURE TIME



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Sc. 106

Pnl. B

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog: IK/OW! OW! (2) I'll be right back!

Action: scorcher + penguins watch IK as he hops out of the room. (camera adj)

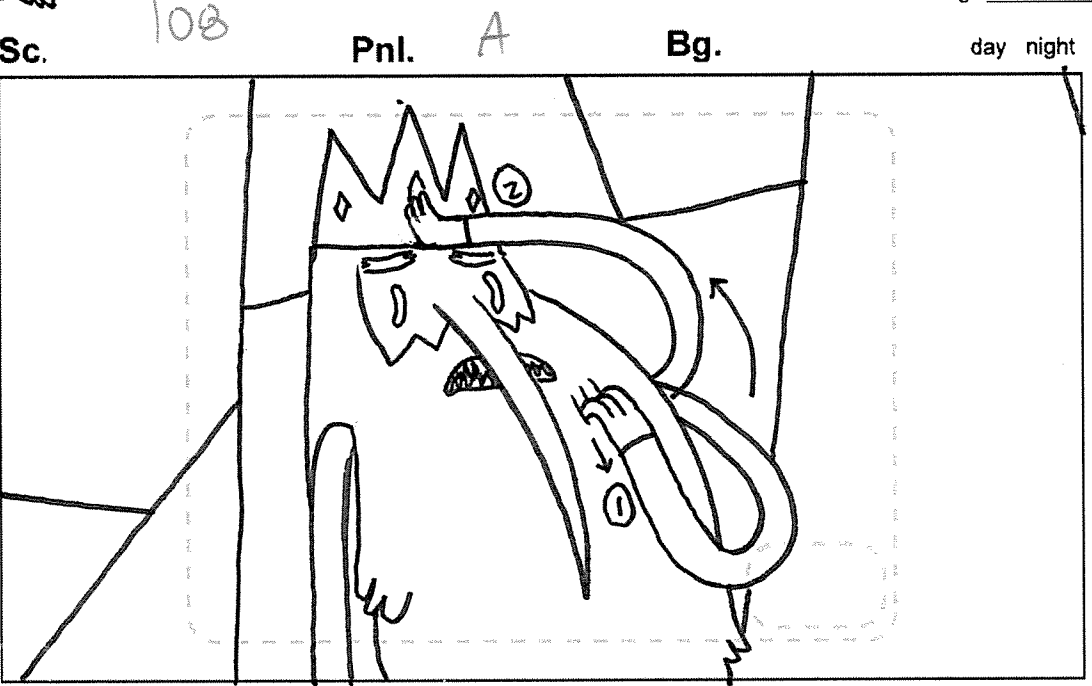
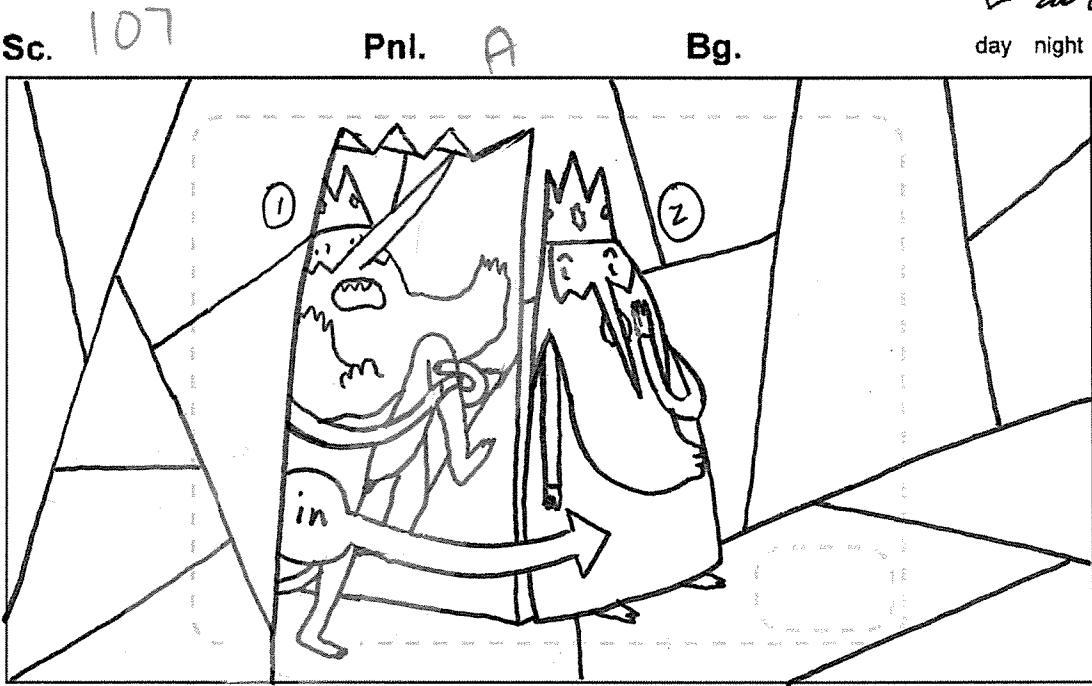
Timing:

100855

EPISODE #

Production :

ADVENTURE TIME



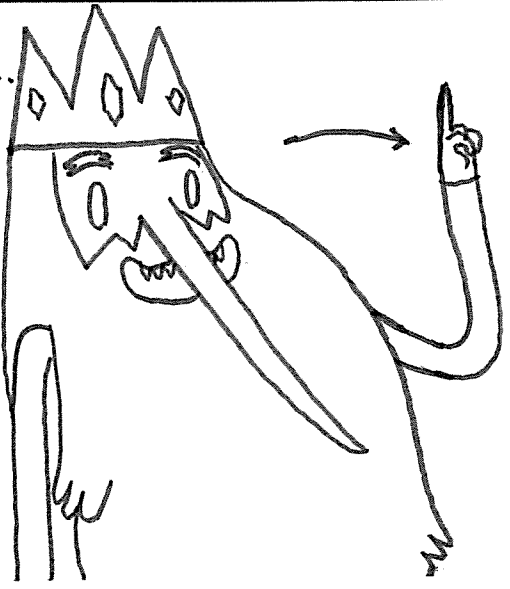
Dialog: IK ① Ow! Ow!
② (whisper-like he's far away) Ow! ow! ow! ~

Action: (IK slips behind the wall)

Timing:

IK ① Sigh ~
② Think, baby, come on...
③ AH!

① Stroke beard
② press hand against crown

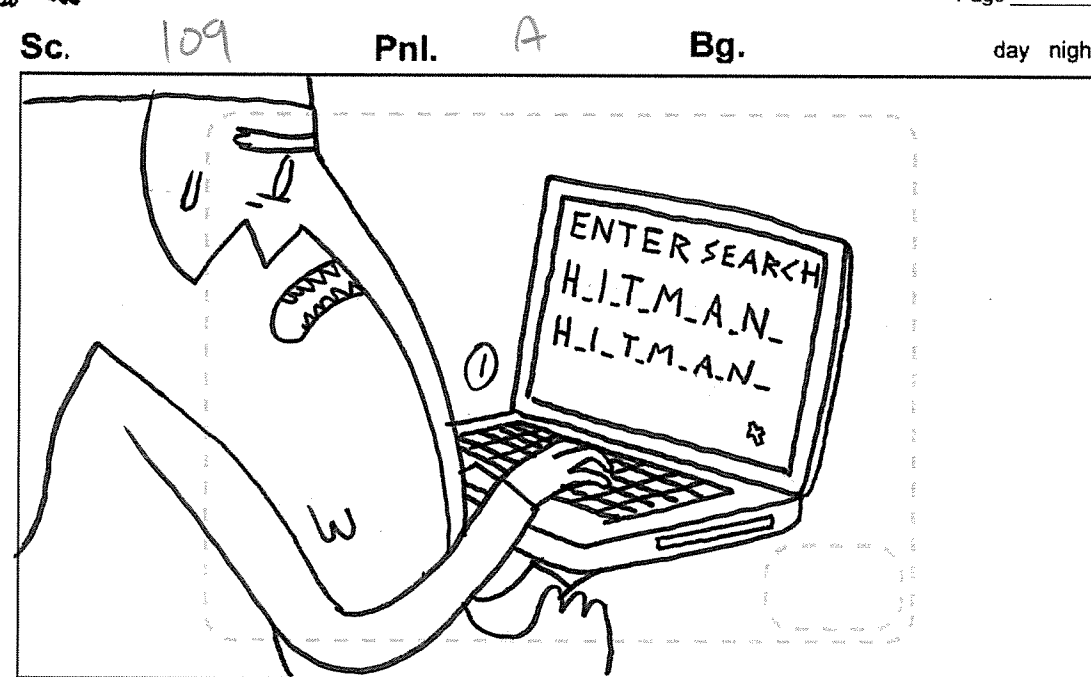
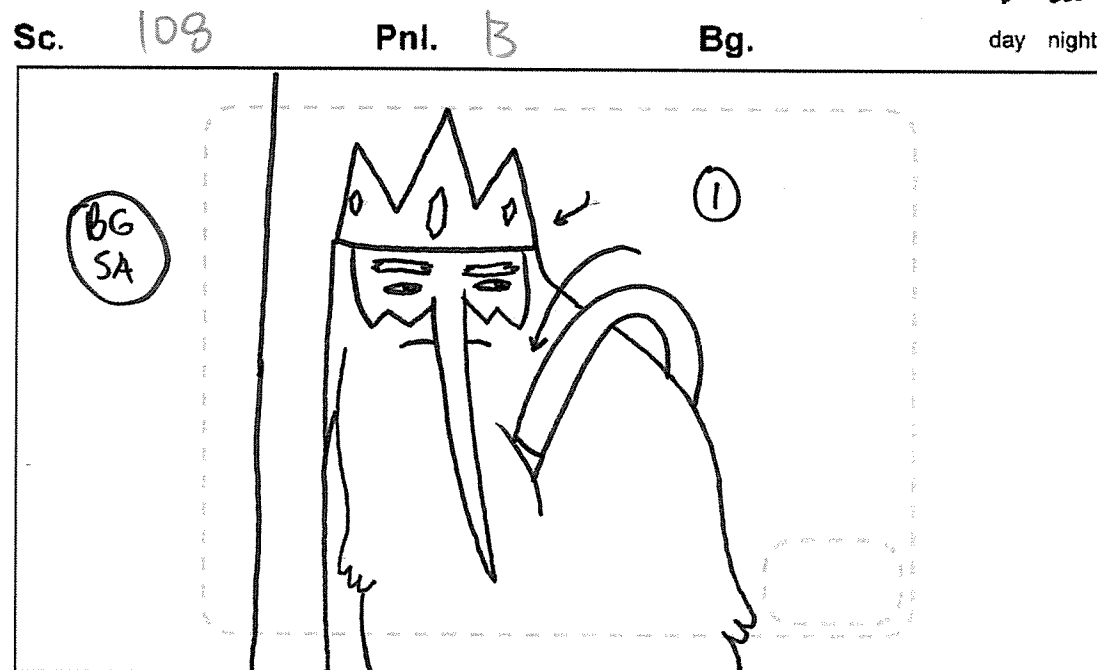


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ADVENTURE TIME



Page 119



Dialog:

Action: ① reach into beard
② pull out laptop

Timing:



IK! ① Alright let's hit the hitman, ② right?
there's gotta be...

fingers typing in
the letters "HITMAN
HITMAN"



EPISODE #

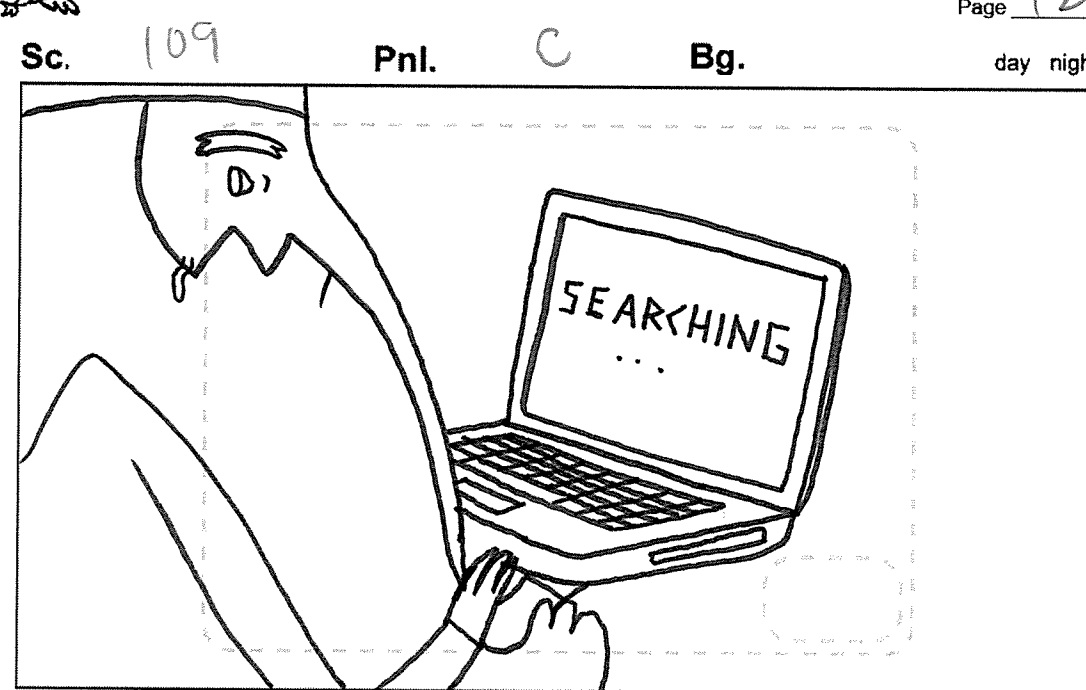
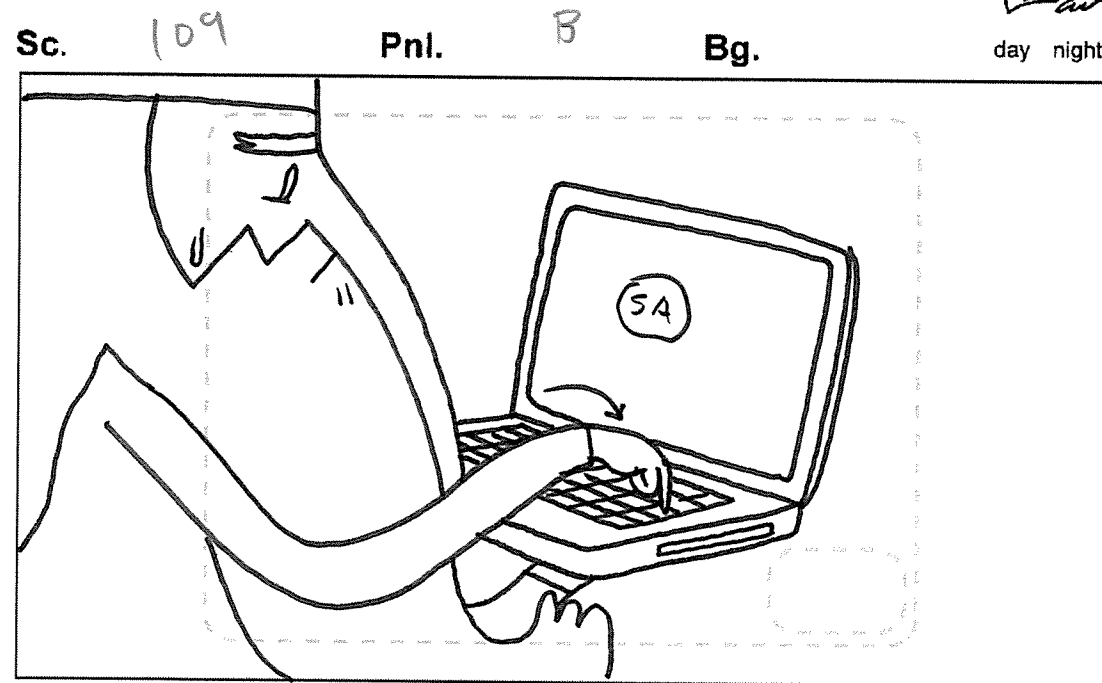
100855

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ADVENTURE TIME



Page 120



Dialog:

≡click≡

Action: IK hit "enter" button

(Ice King looks back)

Timing:

100855

EPISODE #

Production :

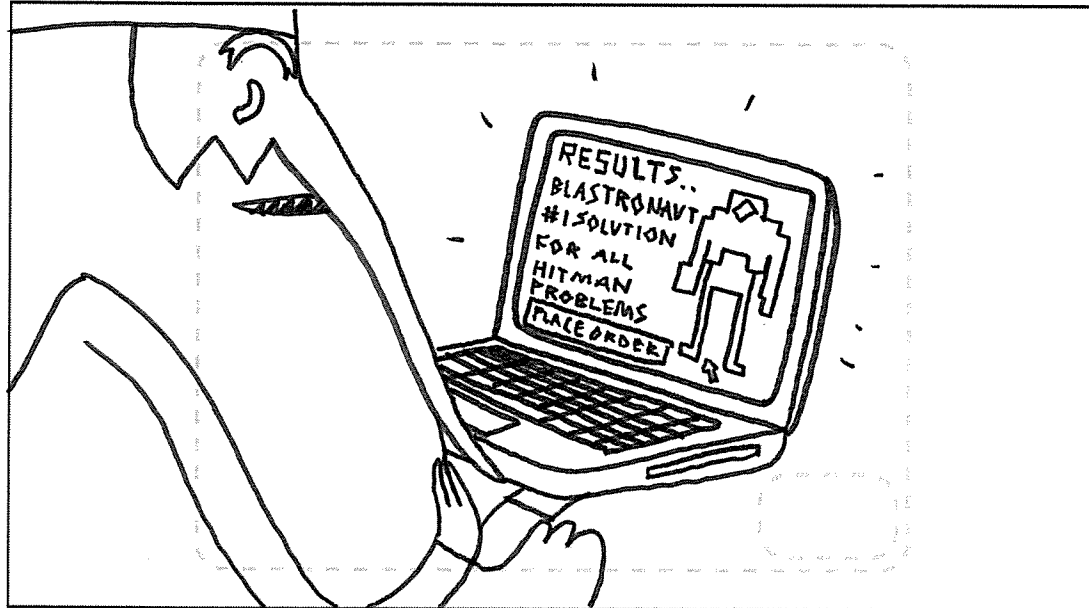
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ADVENTURE TIME

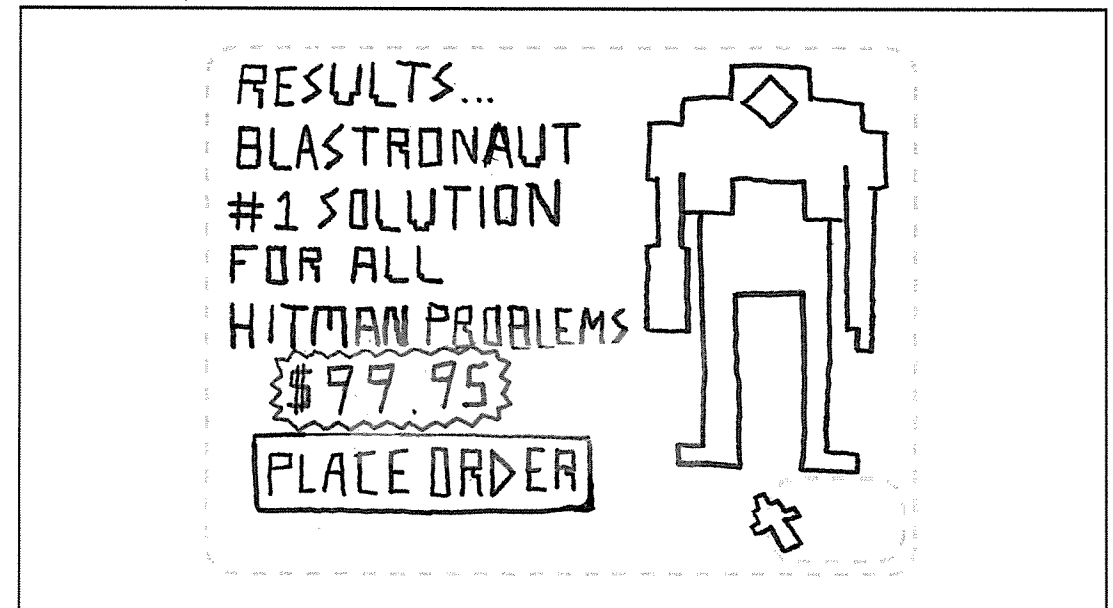


Page 121

Sc. 109 Pnl. D Bg. day night



Sc. 110 Pnl. A Bg. day night



Dialog:

IK/AH!

IK(OS) ① "BLastronaut. Number one solution for all hitman problems."

② "SHEESH! 99.95!?"

Action:

Timing:

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100855

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ADVENTURE TIME



Sc. 110 Pnl. B Bg. day night

RESULTS...
BLASTRONAUT
#1 SOLUTION
FOR ALL
HITMAN PROBLEMS
\$99.95
PLACE ORDER

Sc. 110 Pnl. C Bg. day night

ENTER
TARGET
NAME
-

Dialog:

① IK (OS) THAT'S NUTS. THIS GUY BETTER
MOP MY FLOORS AND DO MY
② SFX (3 CLICKS) DISHES, TOO.

Action:

① mouse arrow moves over "place order" button
② Light up "place order" button

Timing:

PLACE ORDER

ALT: THIS GUY BETTER MAKE
ME BREAKFAST AND MOP
THE FLOORS FOR THAT
KIND OF SCRATCH.

ALT 2:

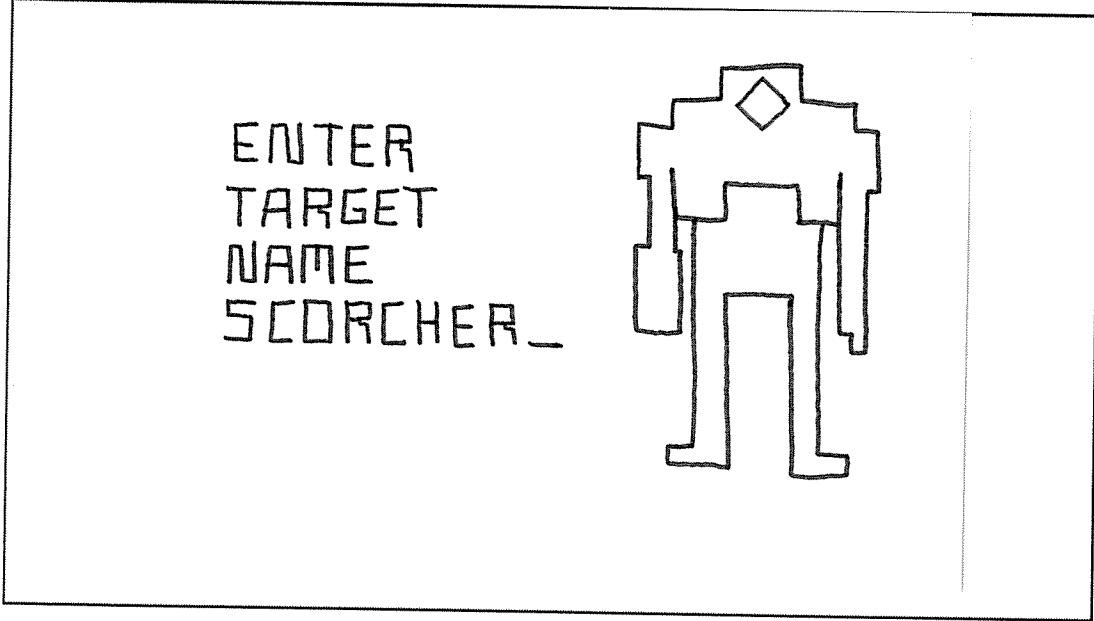
100855
EPISODE #
Production :

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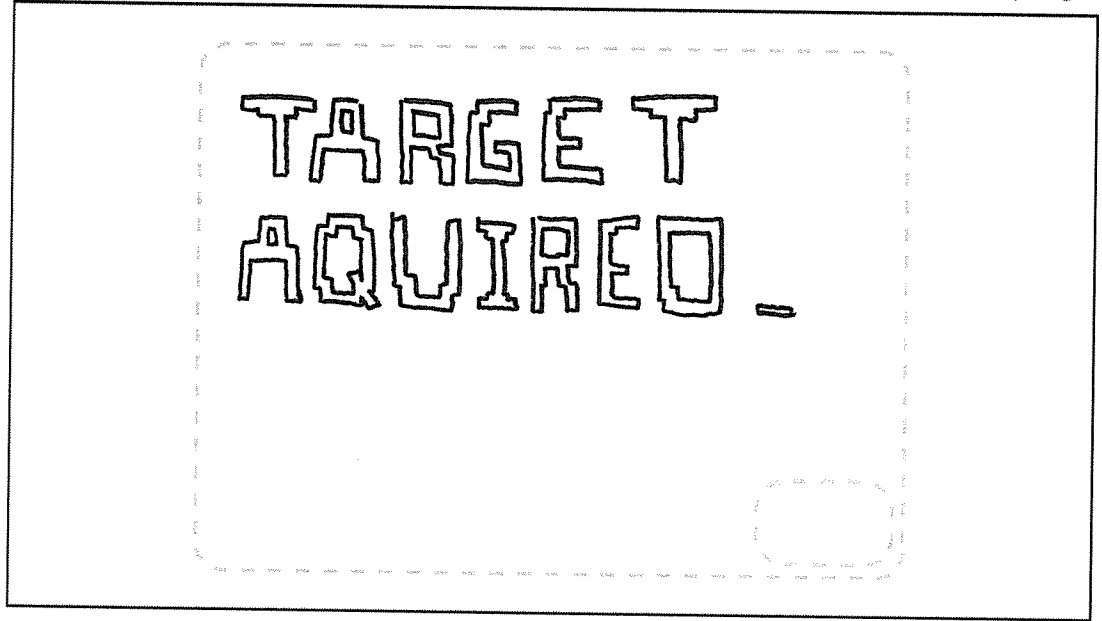
ADVENTURE TIME



Sc. 110 Pnl. D Bg. day night



Sc. 110 Pnl. E Bg. day night



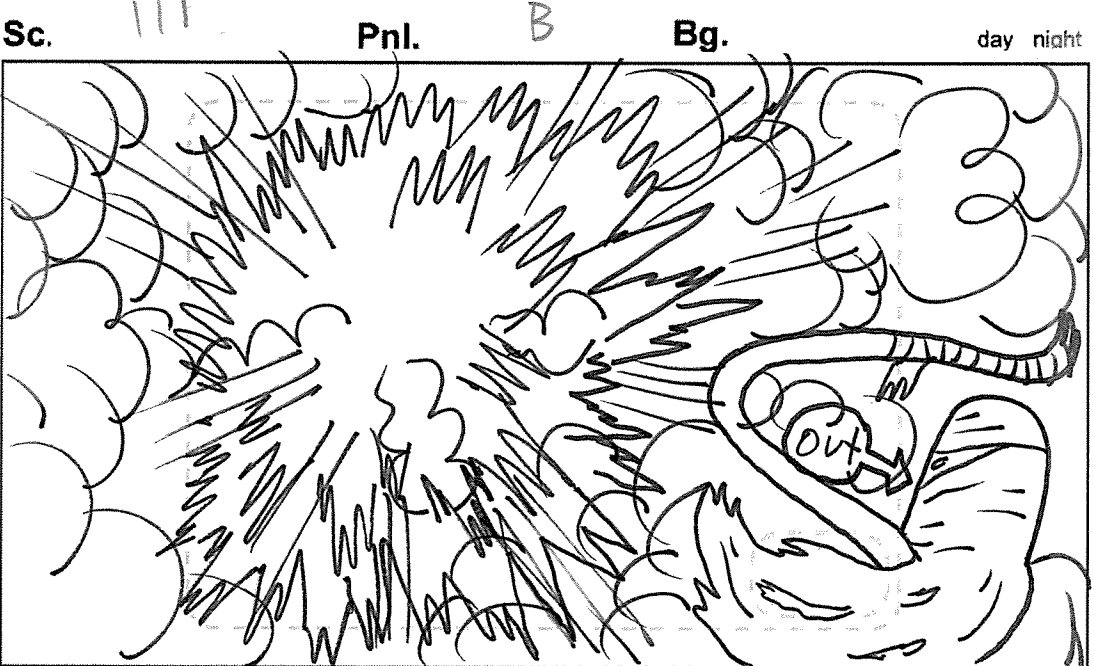
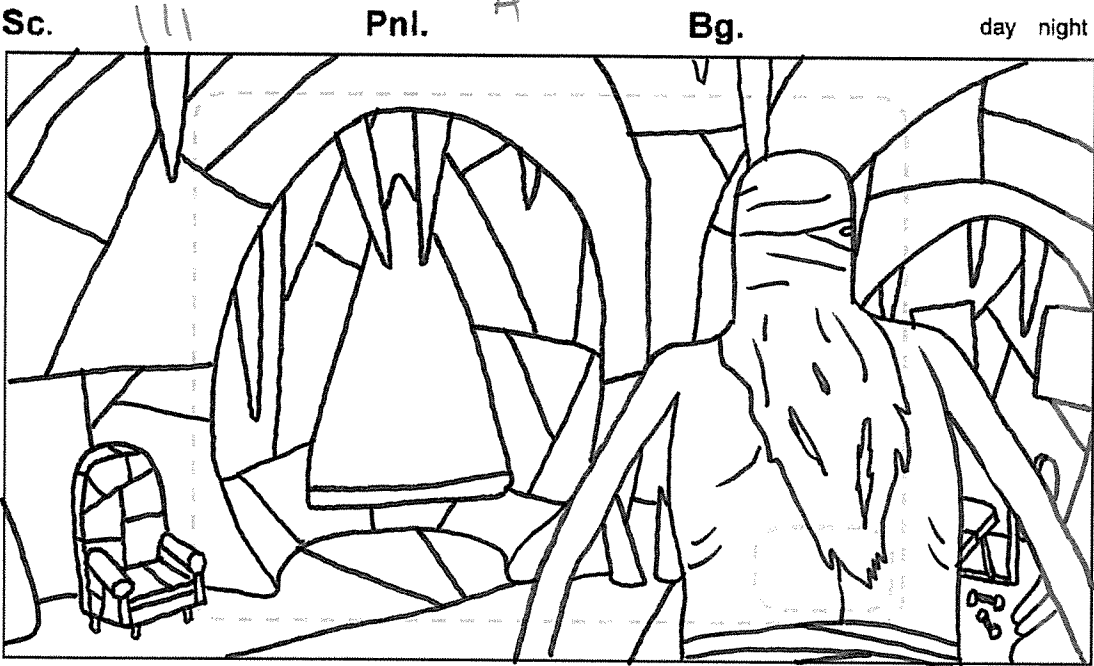
Dialog: 1K (05) S-C-O-R-C-H-E-Rrr. computer/≡ BEEP≡

Action:

Timing:

EPISODE # 100855
Production :

ADVENTURE TIME



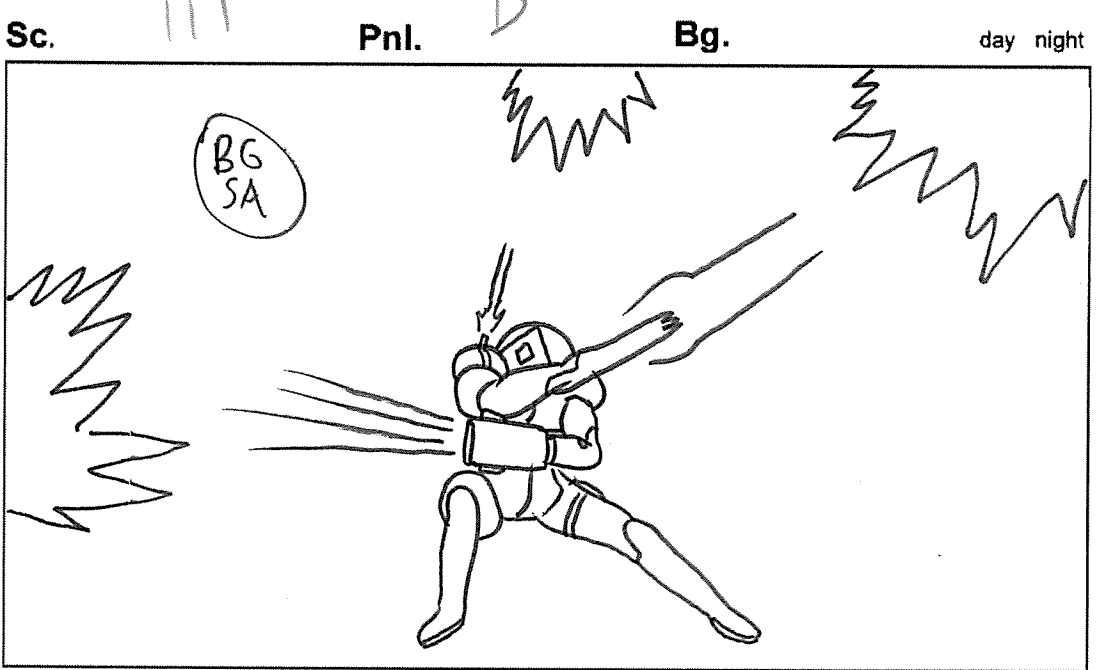
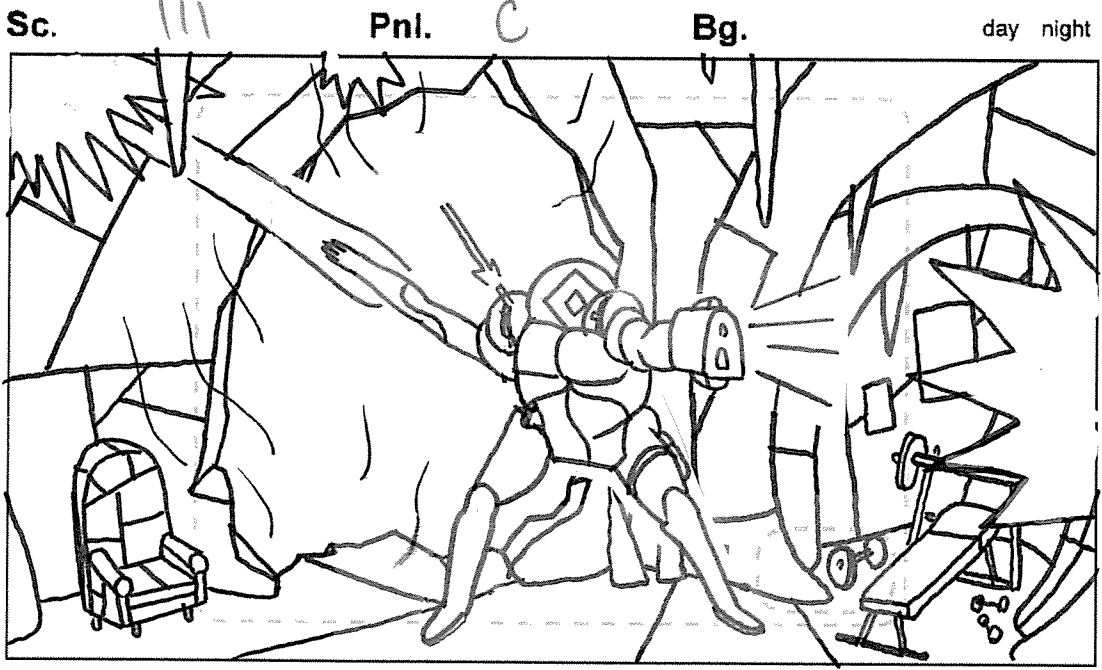
Dialog:	➡ ◊ ◊ ⚡ !
Action:	explosion scorcher ducks out off screen
Timing:	

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ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 100855

Production :

ADVENTURE TIME



Sc. 112 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog: Ice King / Sweet!

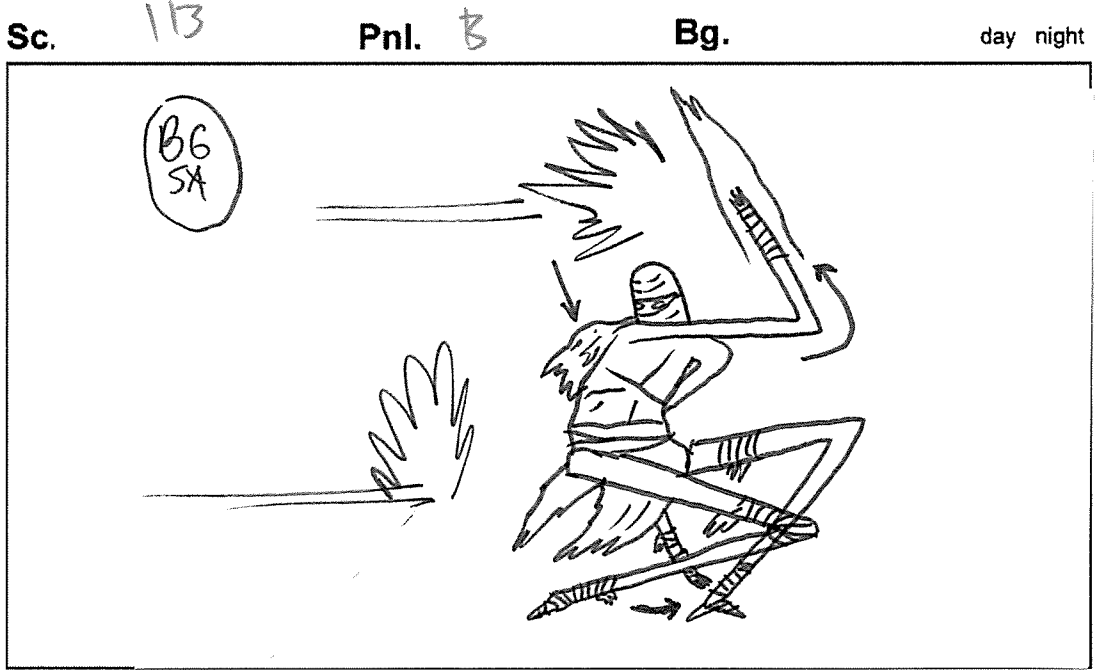
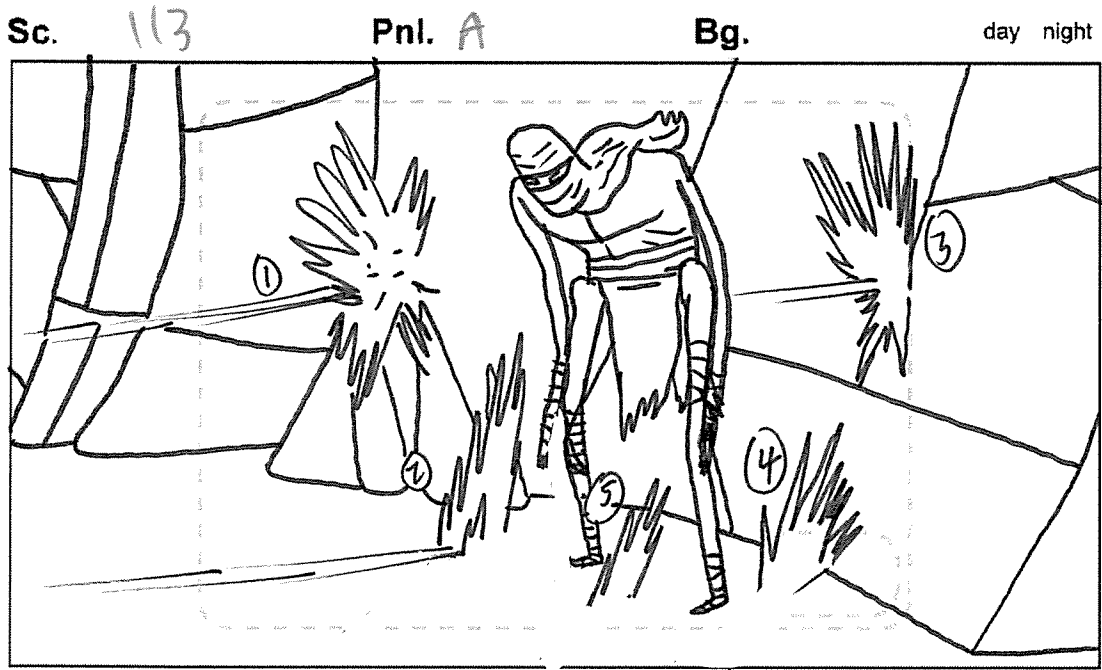
Action: (fist pump)

Timing:

EPISODE # 100855

Production :

ADVENTURE TIME

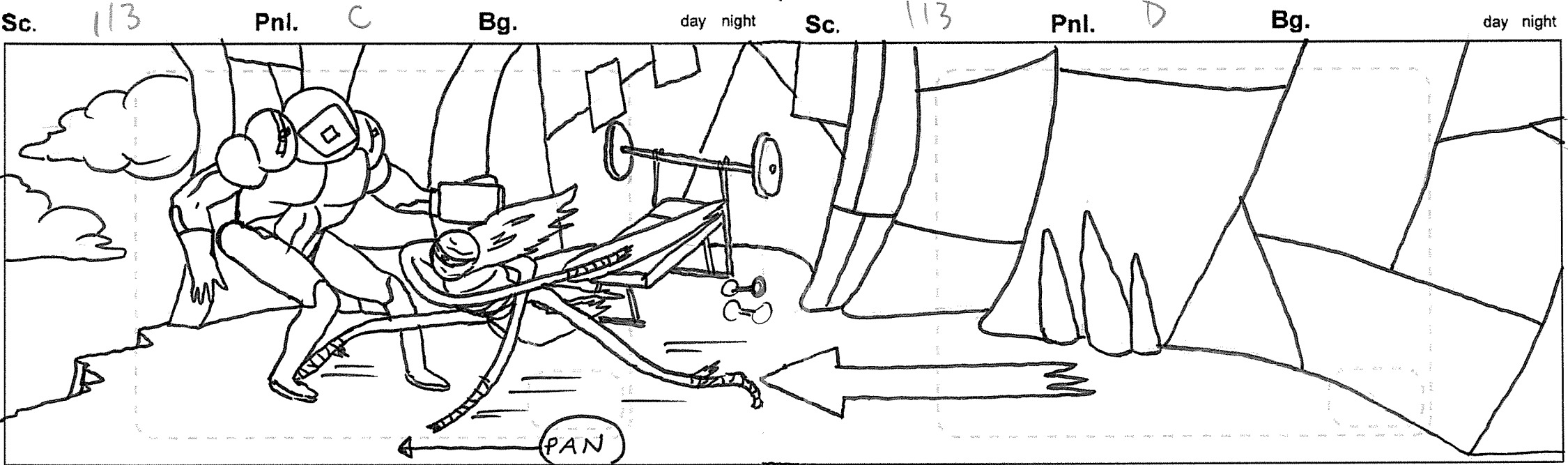


Dialog:
Action: <div>lazer blasts exploding around Scorcher</div> <div>scorcher crouches and his hand lights up like a flame blade!</div>
Timing:

Production :

EPISODE # 100855

ADVENTURE TIME



Dialog:
Action: Scorcher dashes forward like a bullet ← pan
Timing:

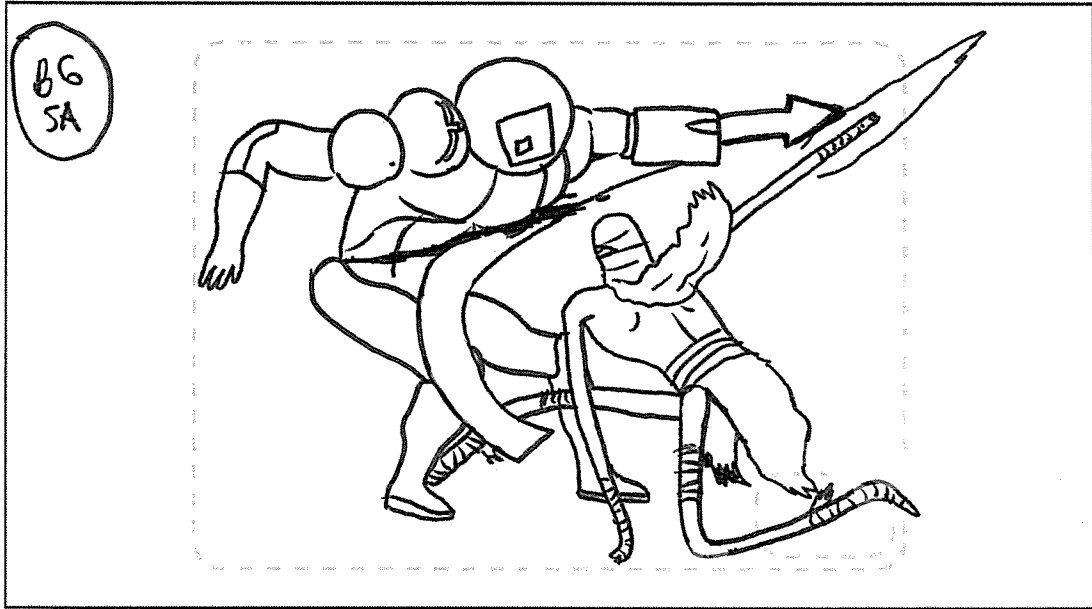
EPISODE # 100855

Production :

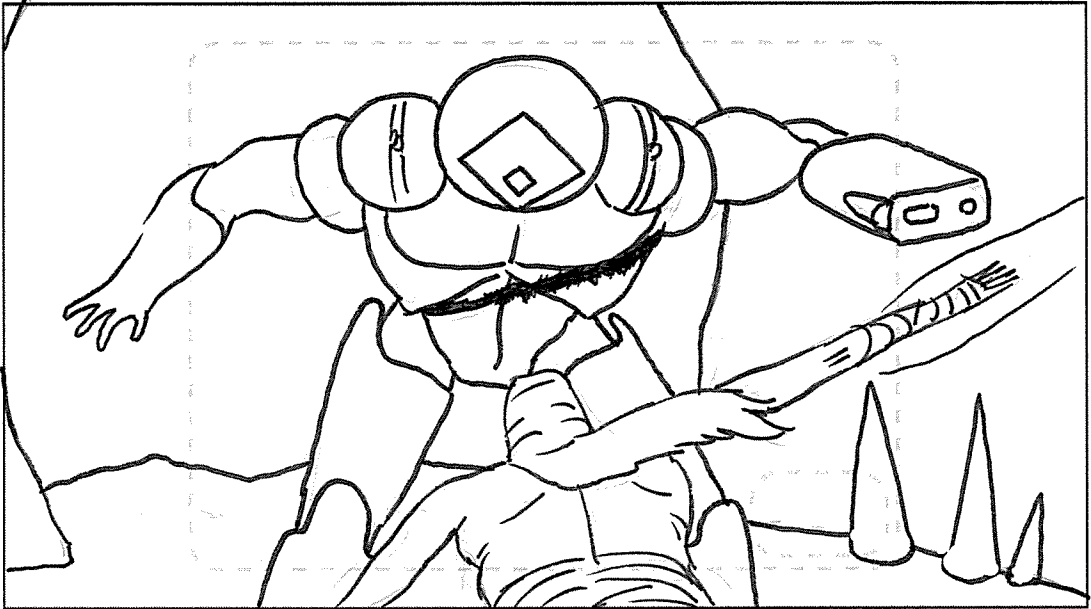
ADVENTURE TIME



Sc. 113 Pnl. E Bg. day night



Sc. 114 Pnl. A Bg. day night



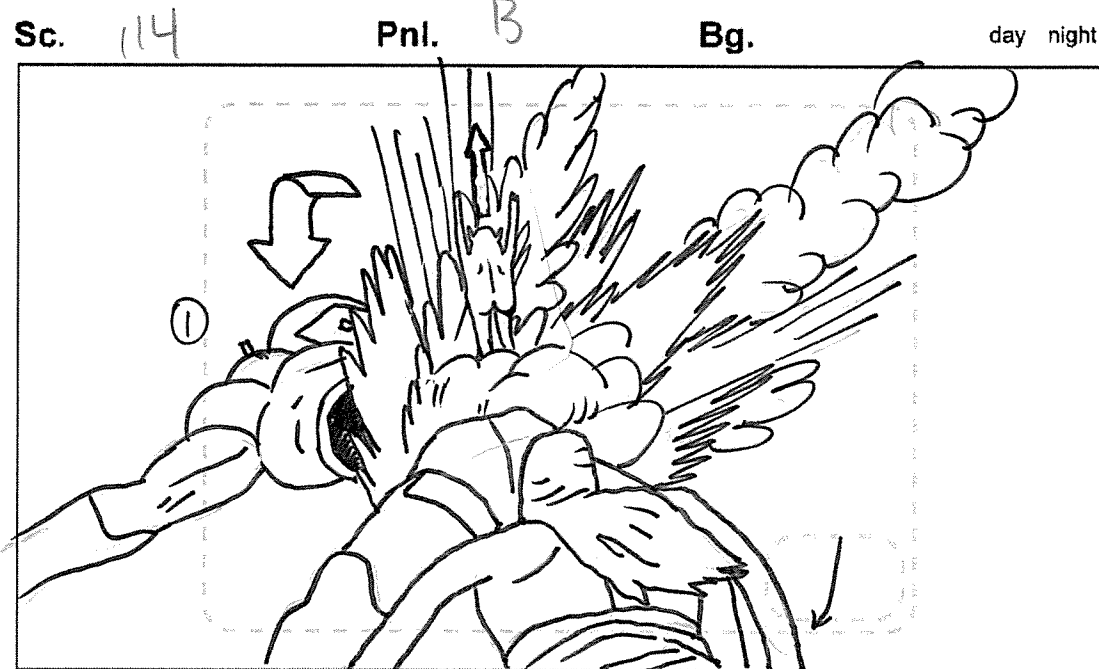
Dialog:	
Action:	scorcher slices through Blastronaut's body. sparks shoot out of Blastronaut's torso. (Note: do not linger on this panel like an anime cliché)
Timing:	

100855
EPISODE #
Production :

ADVENTURE TIME



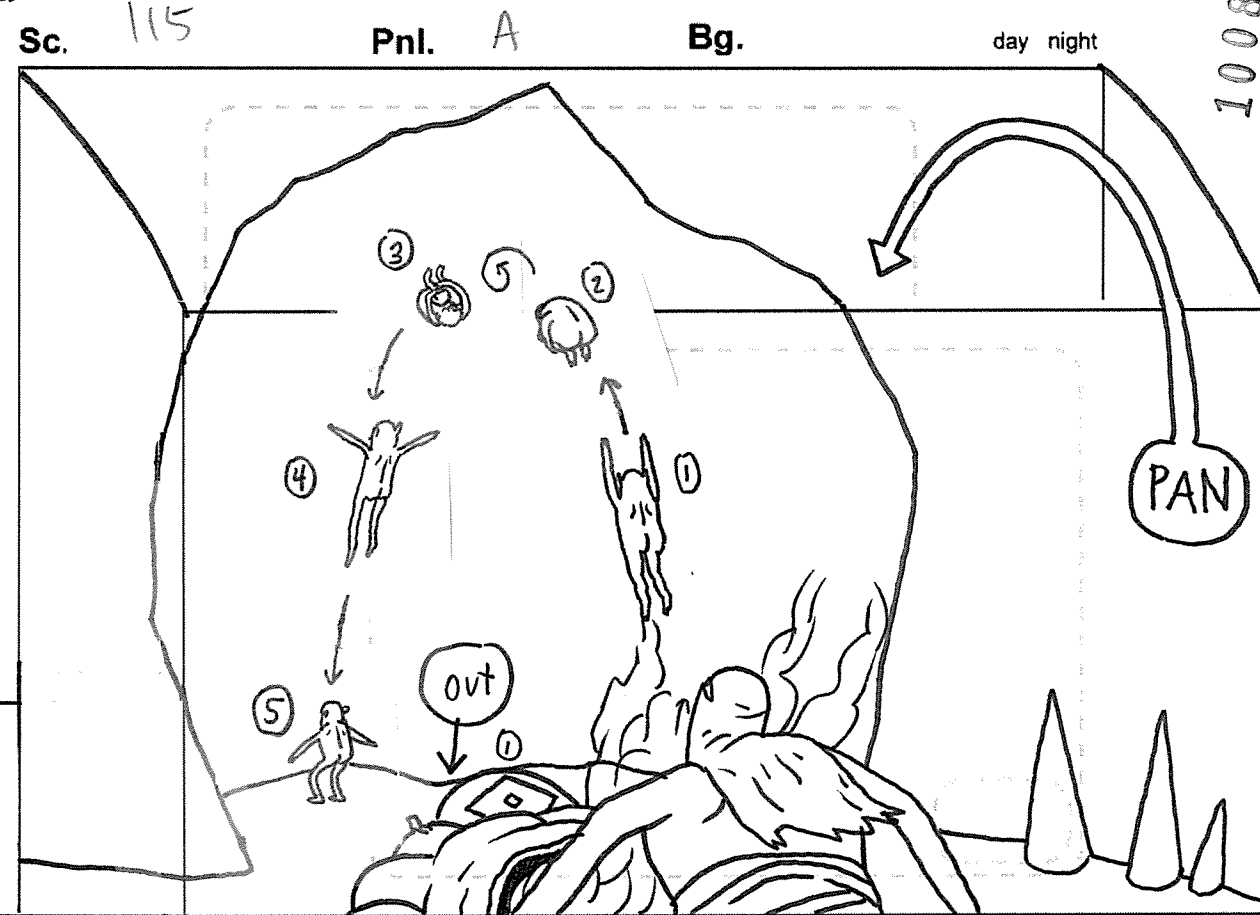
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Dialog:

Action: ① Blastronaut splits in half
and explodes
② a small goblin flies out of Blastronaut's body

Timing:

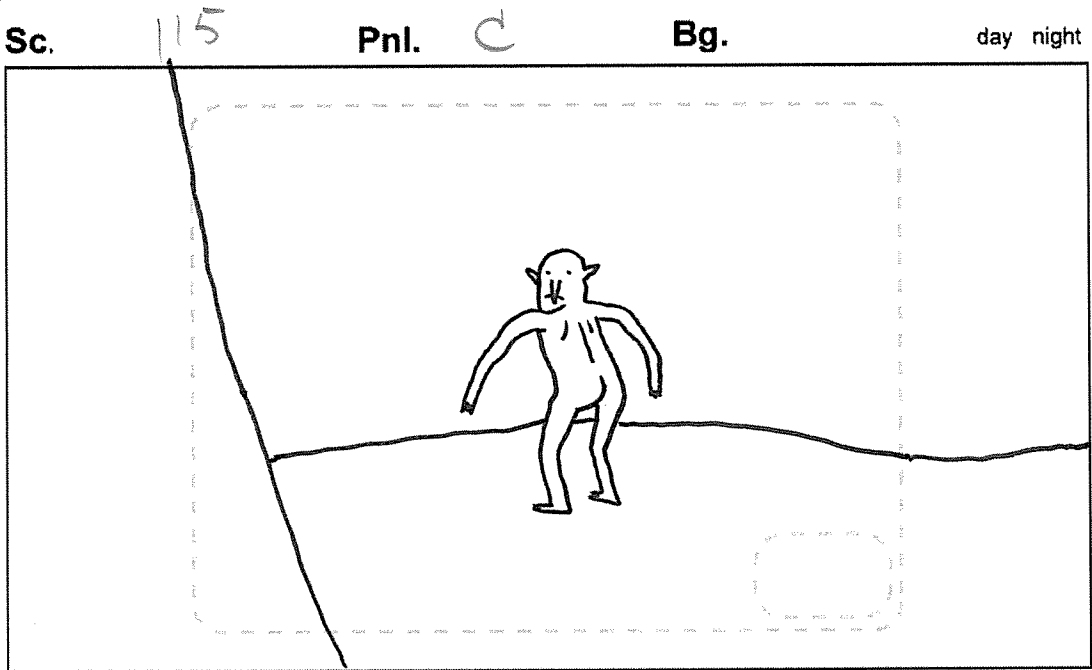
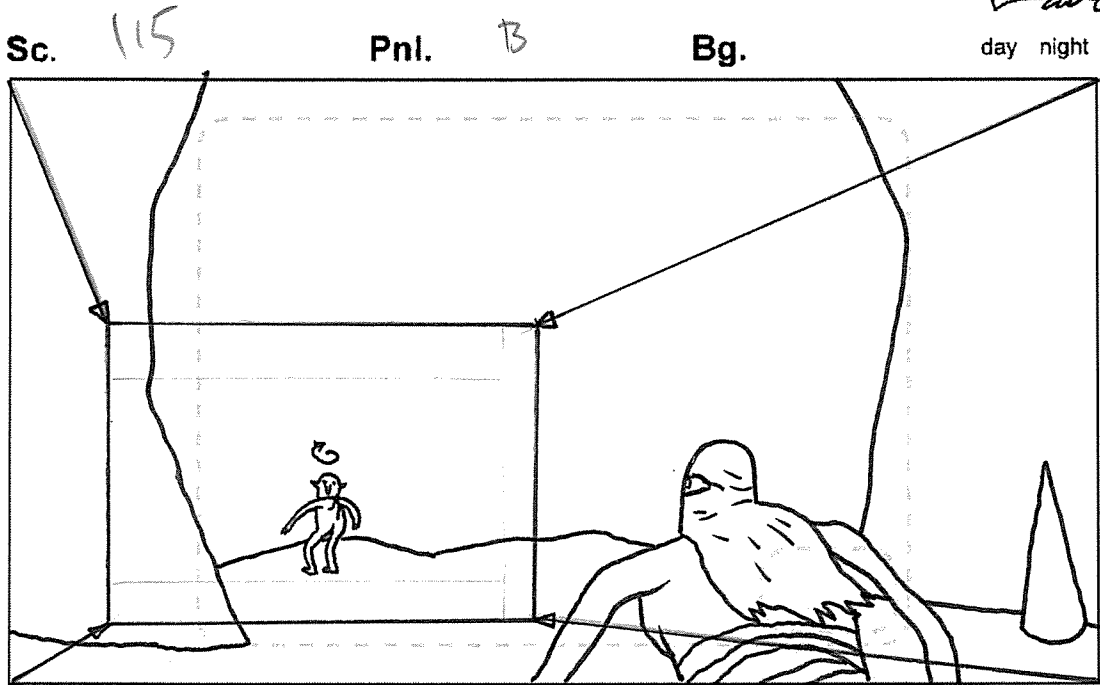


track goblin flipping in air and landing by the door opening
① (Blastronaut suit falls O.S.)

Production :

100855

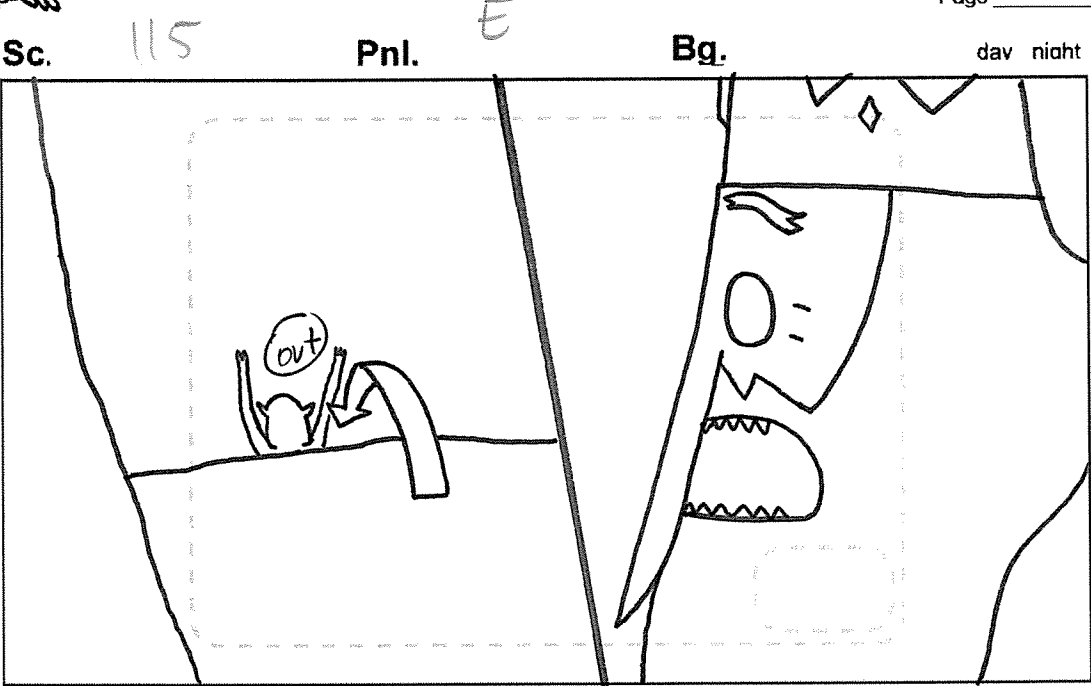
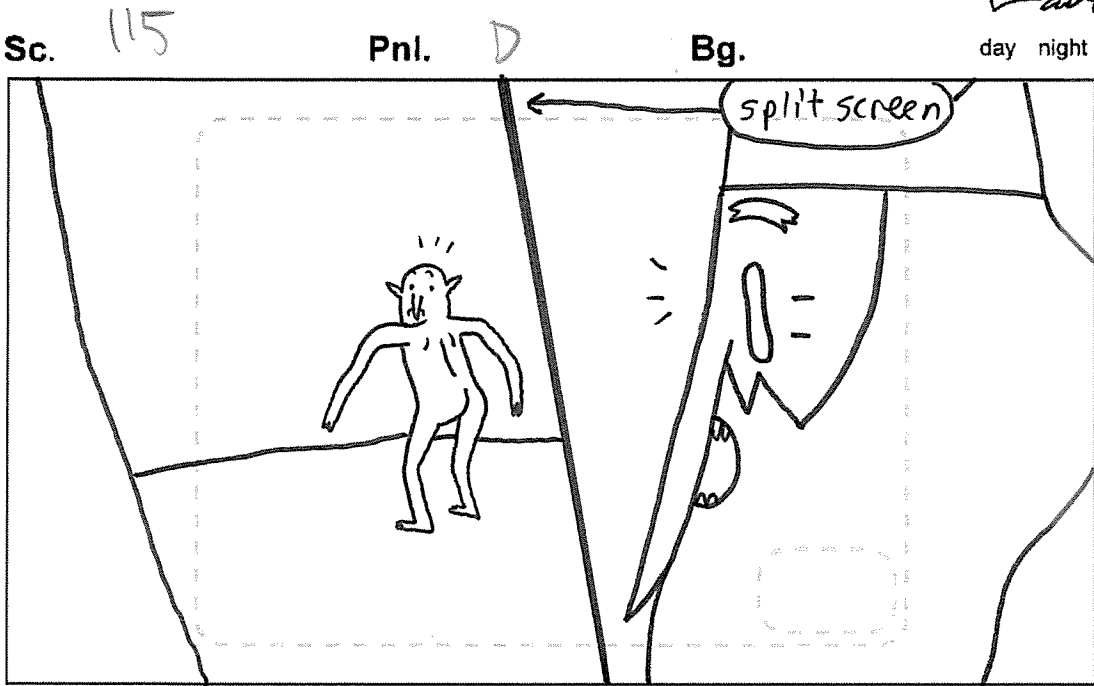
ADVENTURE TIME



Dialog:
Action: (goblin turns head around) (truck in on Goblin)
Timing:

EPISODE # 100855
Production :

ADVENTURE TIME



Dialog:
Action: IK + goblin eye contact (split screen R → L)
Timing:

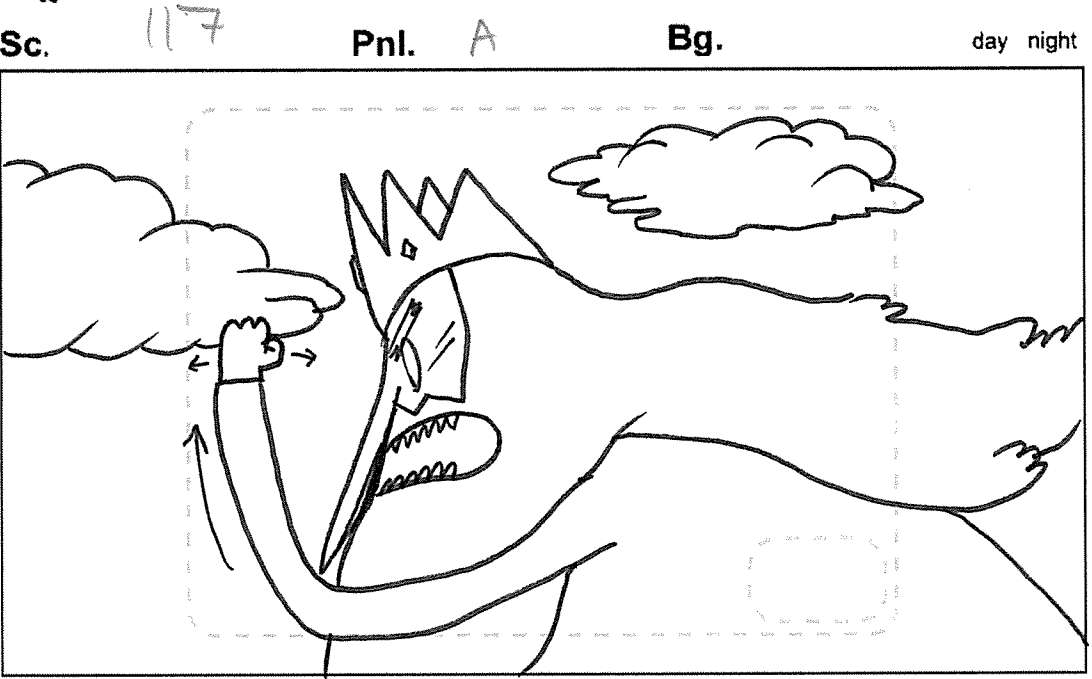
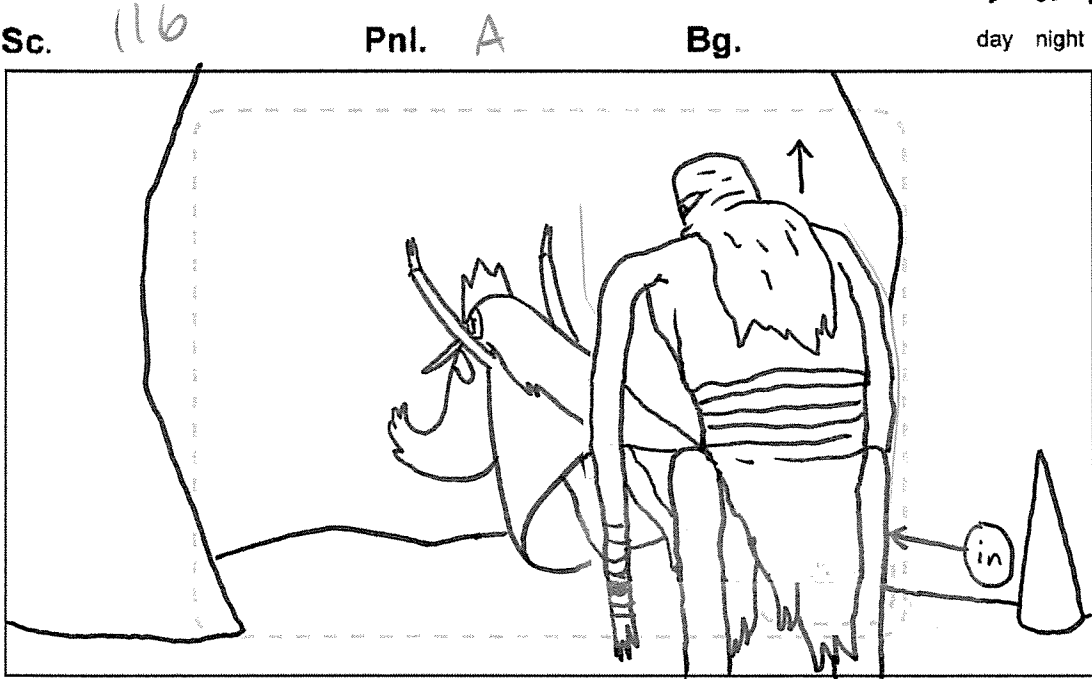
(goblin jumps away)

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ADVENTURE TIME



Dialog:	IK/ NOOOO!	IK/ COME back you wussy!
Action:	Ice King flies in scorcher stands up	(shaking fist)
Timing:		

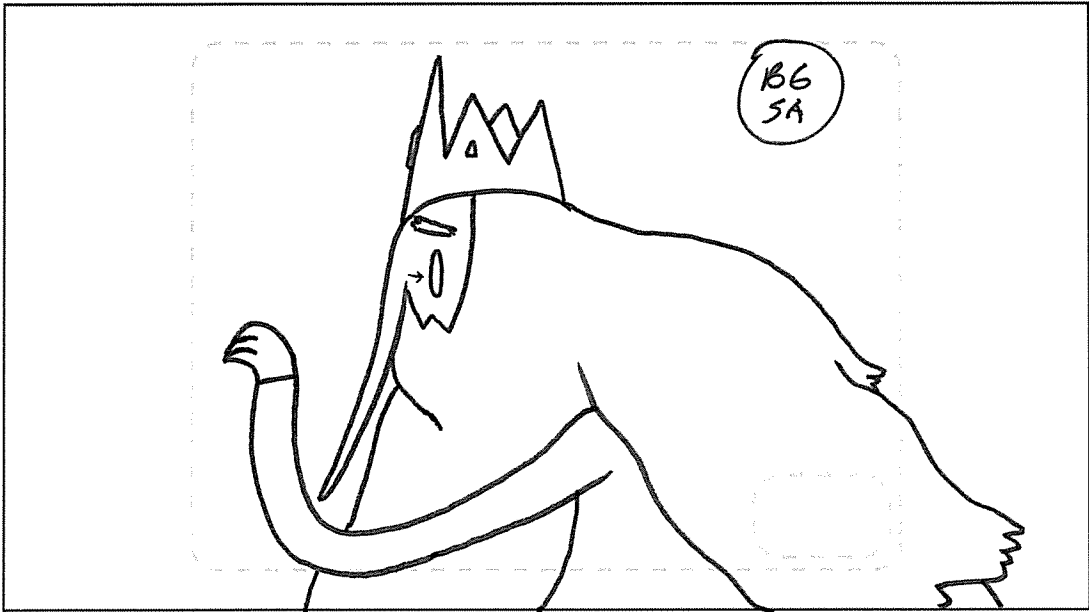
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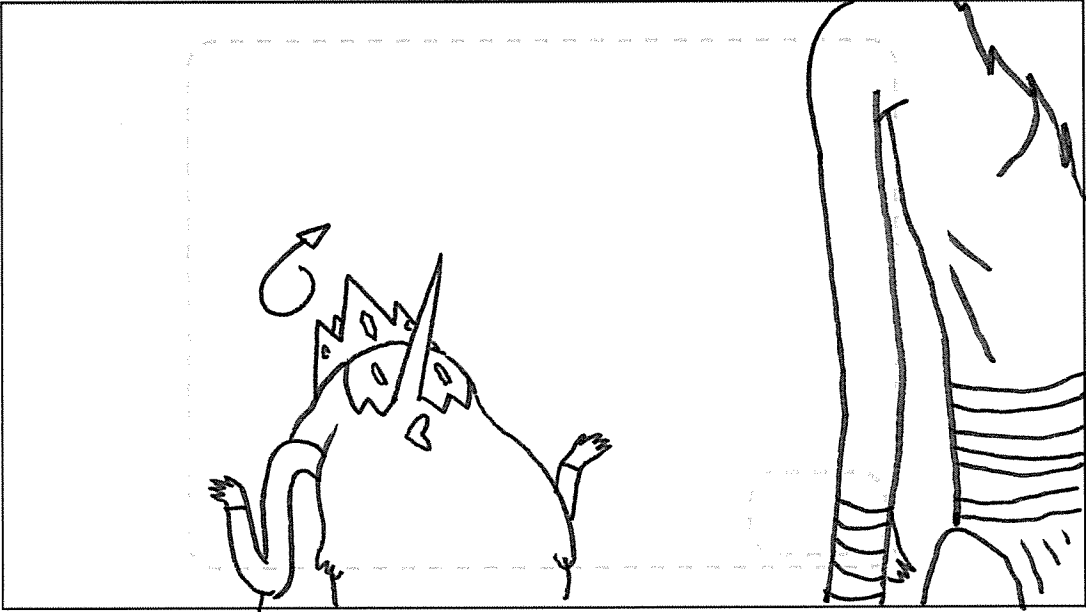
ADVENTURE TIME



Sc. 117 Pnl. B Bg. day night



Sc. 118 Pnl. A Bg. day night



Dialog:	Ice King / That was weird.
Action:	Ik looks back at scorcher
Timing:	

Production :

EPISODE #

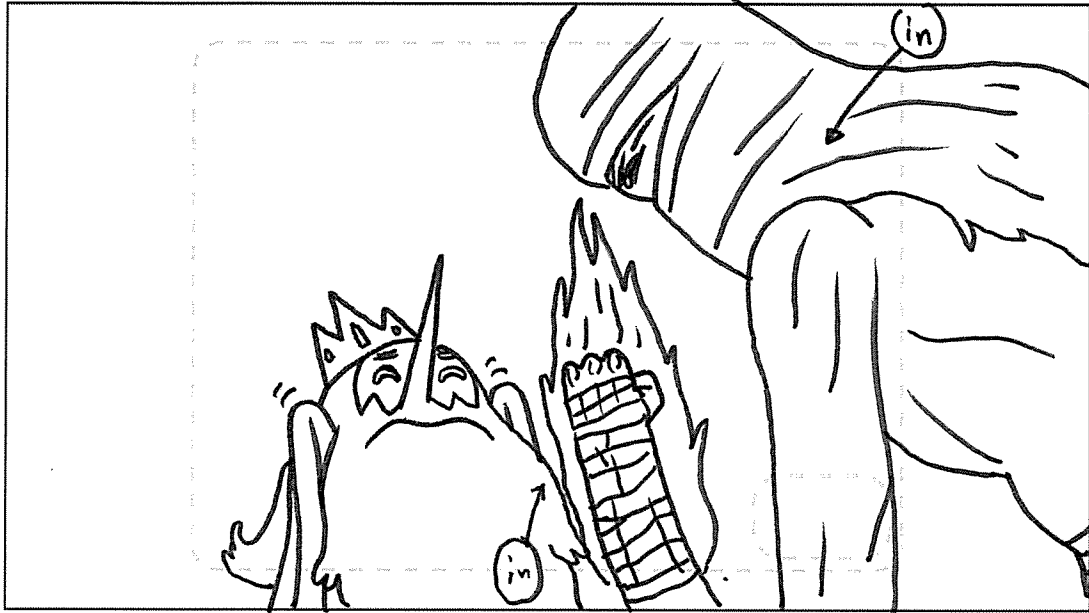
100855

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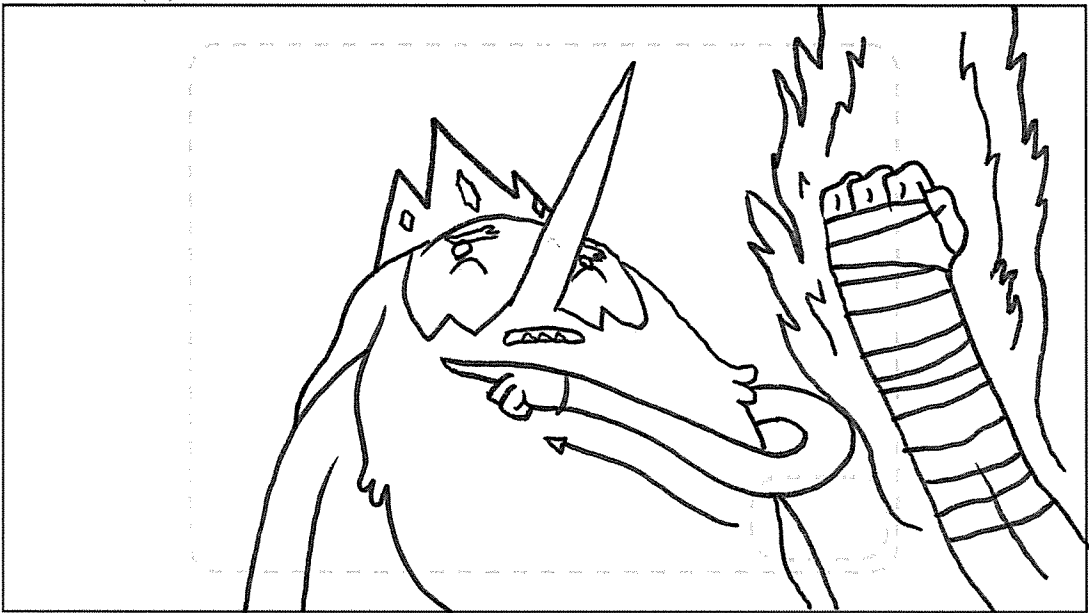
ADVENTURE TIME



Sc. 118 Pnl. B Bg. day night



Sc. 119 Pnl. A Bg. day night



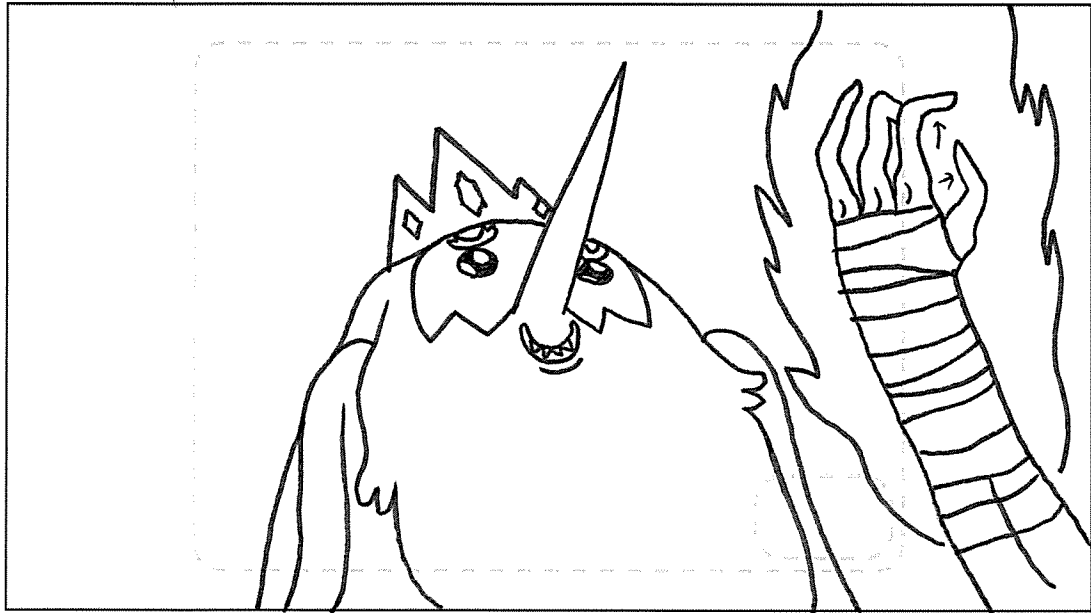
Dialog:	IK / was that your friend or something ?
Action:	
Timing:	

EPISODE # 100855
Production :

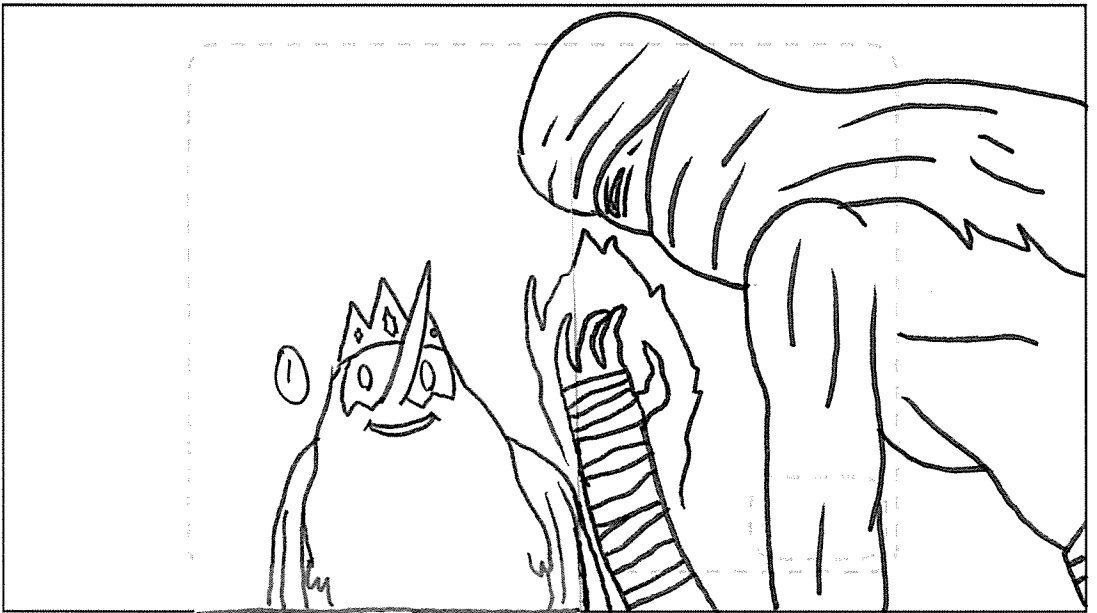
ADVENTURE TIME



Sc. 119 Pnl. B Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog: 1K / he-he, hehn...

1K / ② LOOK! A SUPER MODEL!

Action: scorcher opening hand

Timing:



EPISODE #

Production :

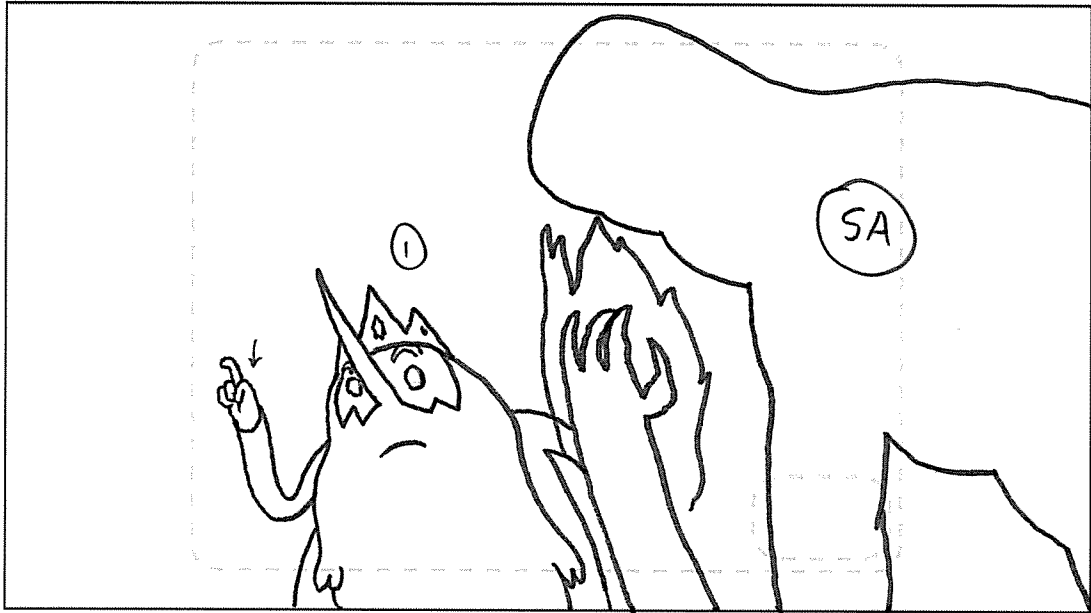
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ADVENTURE TIME



Sc. 120 Pnl. B Bg. day night



Sc. 120 Pnl. C Bg. day night



Dialog: 1K/2 LOOK a hoover board !

Action:

Timing:



1K/2 look! the apocalypse!



EPISODE # 100855

Production :

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ADVENTURE TIME



Page 138

Sc. 120 Pnl. D Bg. day night



Sc. 120 Pnl. E Bg. day night



Dialog:

IK/someone got hit in the nuts!

Action:

Timing:

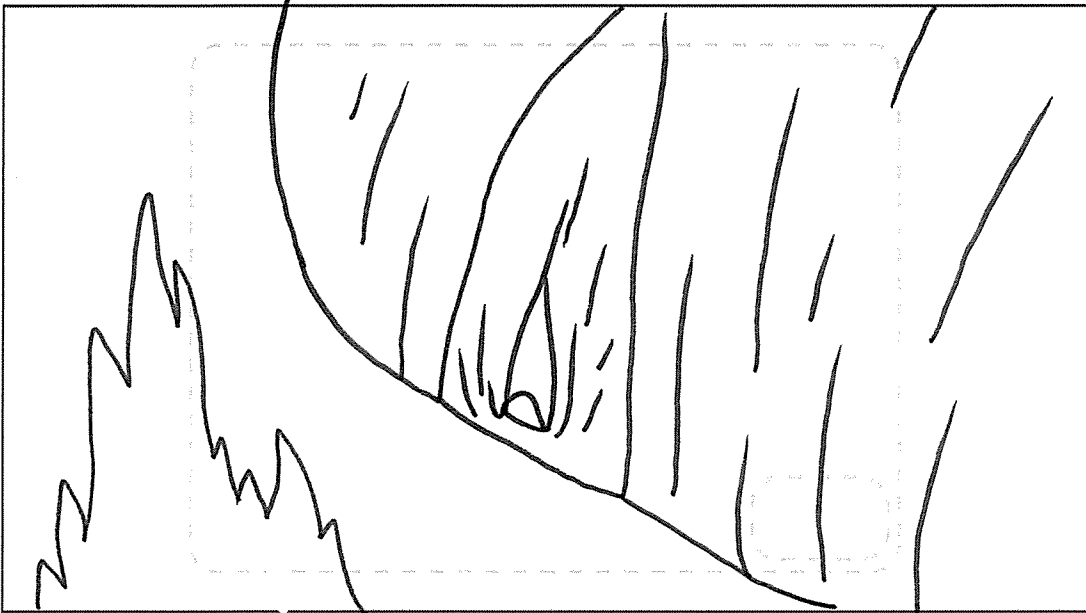
EPISODE # 100855

Production :

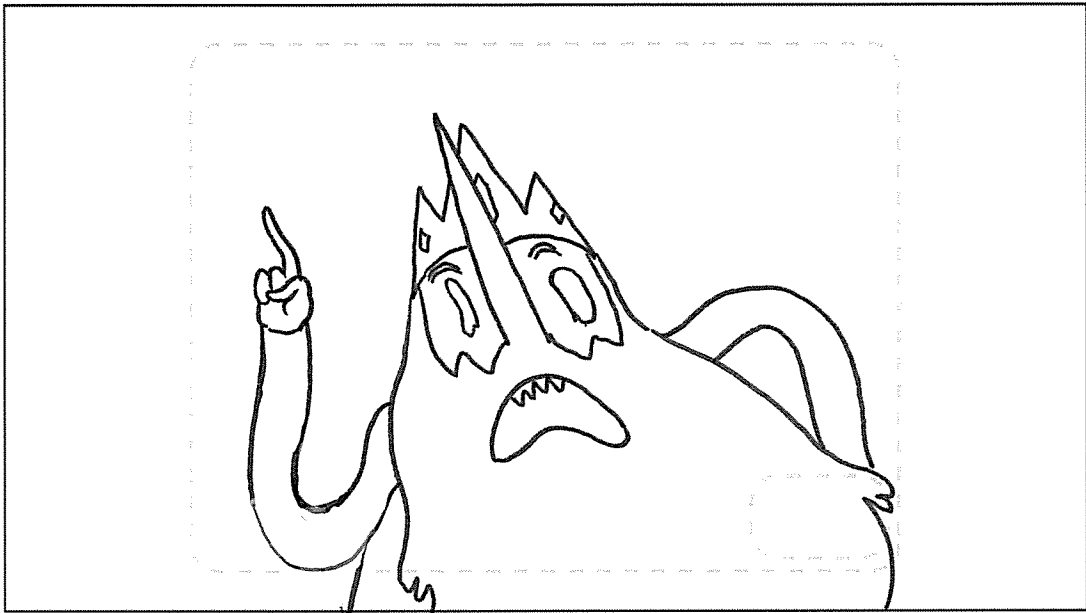
ADVENTURE TIME



Sc. 121 Pnl. A Bg. day night



Sc. 122 Pnl. A Bg. day night



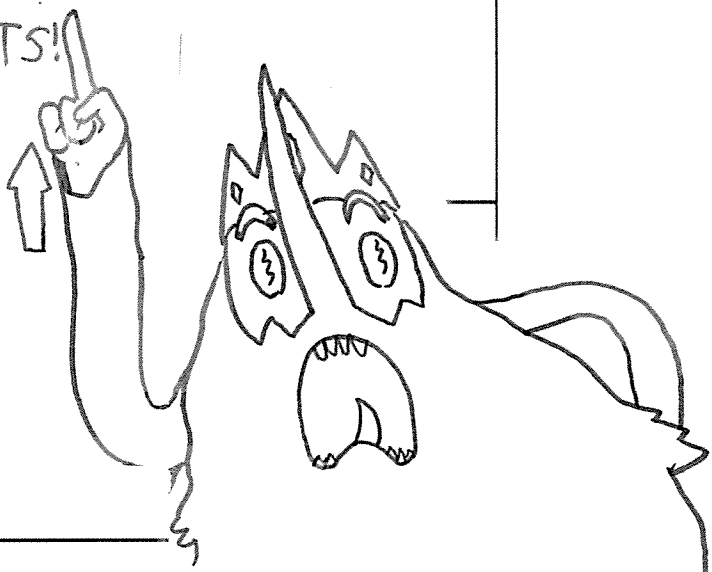
Dialog:

1k / ① Hit in the ② NUTS!

Action:

CU on scorcher's eye

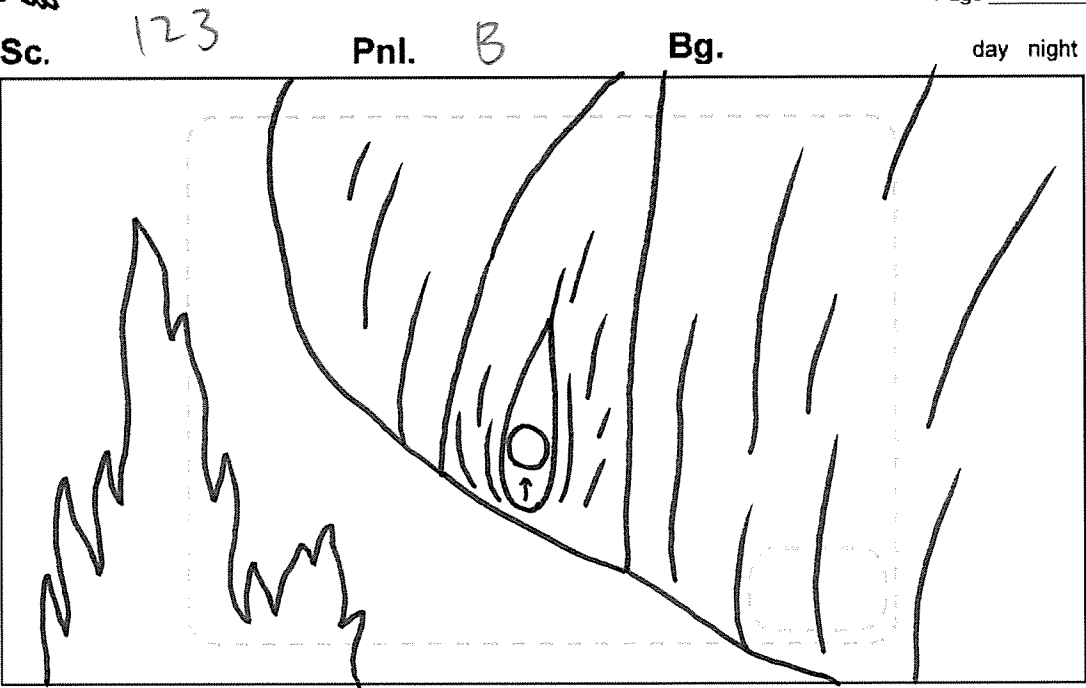
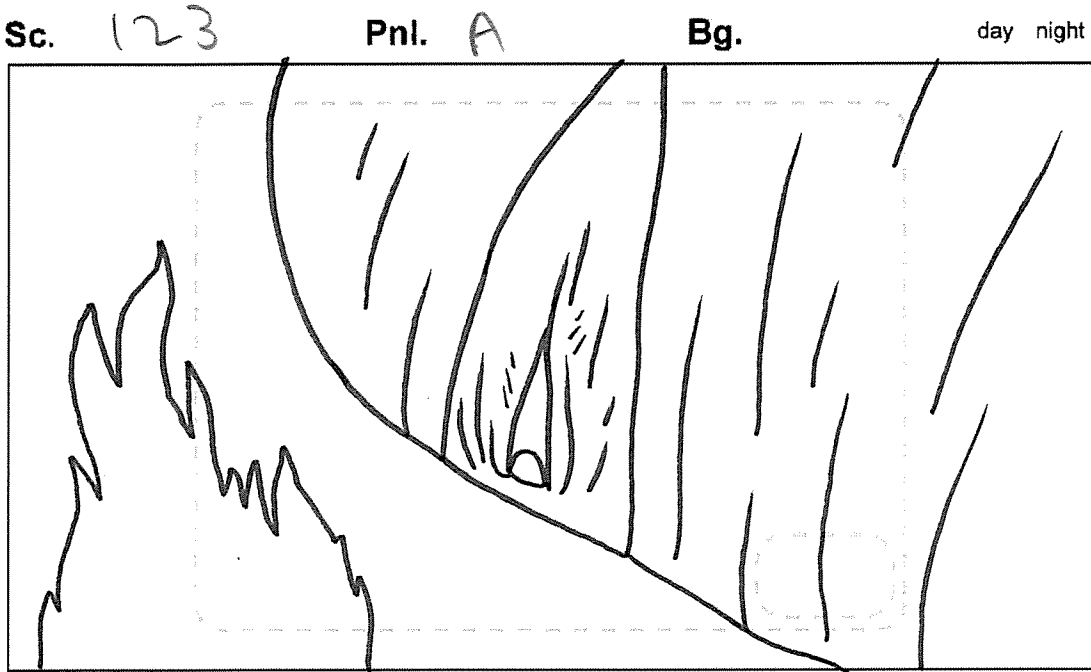
Timing:



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ADVENTURE TIME



Dialog: Ice King(OS)/NVTS! NVTS! NVTS!

Action: Scorchers eye twitching Scorchers eye looks to the side

Timing:

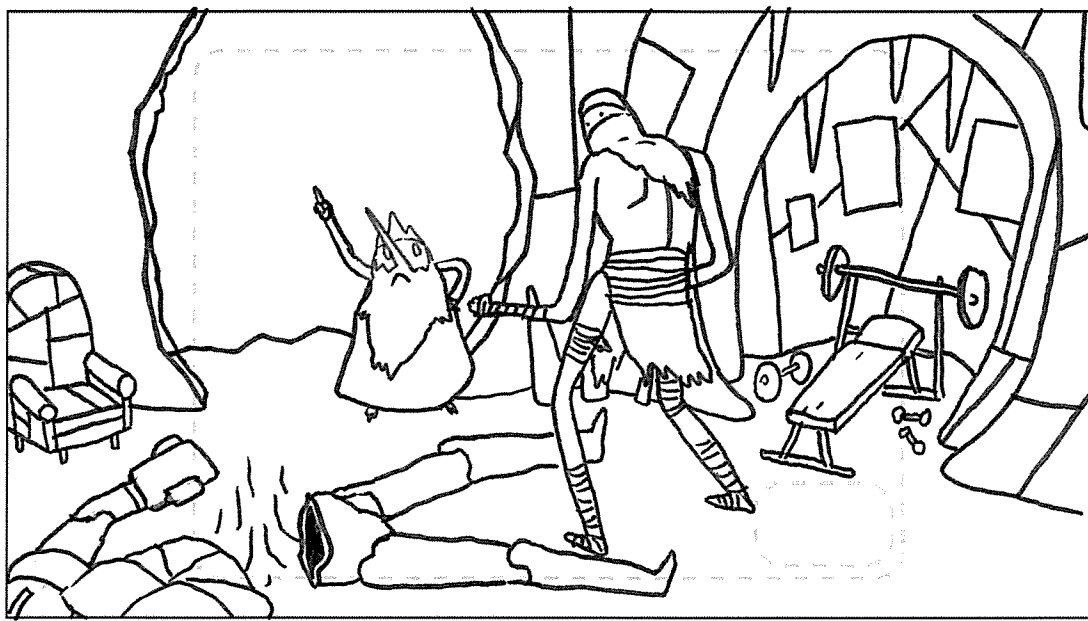
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Production :

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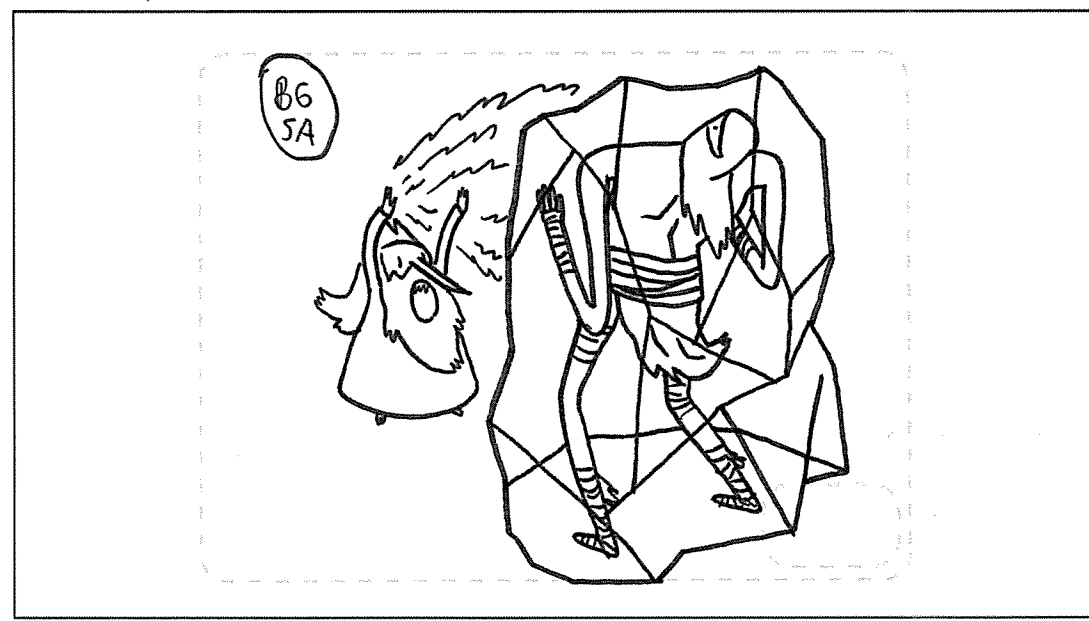
ADVENTURE TIME



Sc. 124 Pnl. A Bg. day night



Sc. 124 Pnl. B Bg. day night

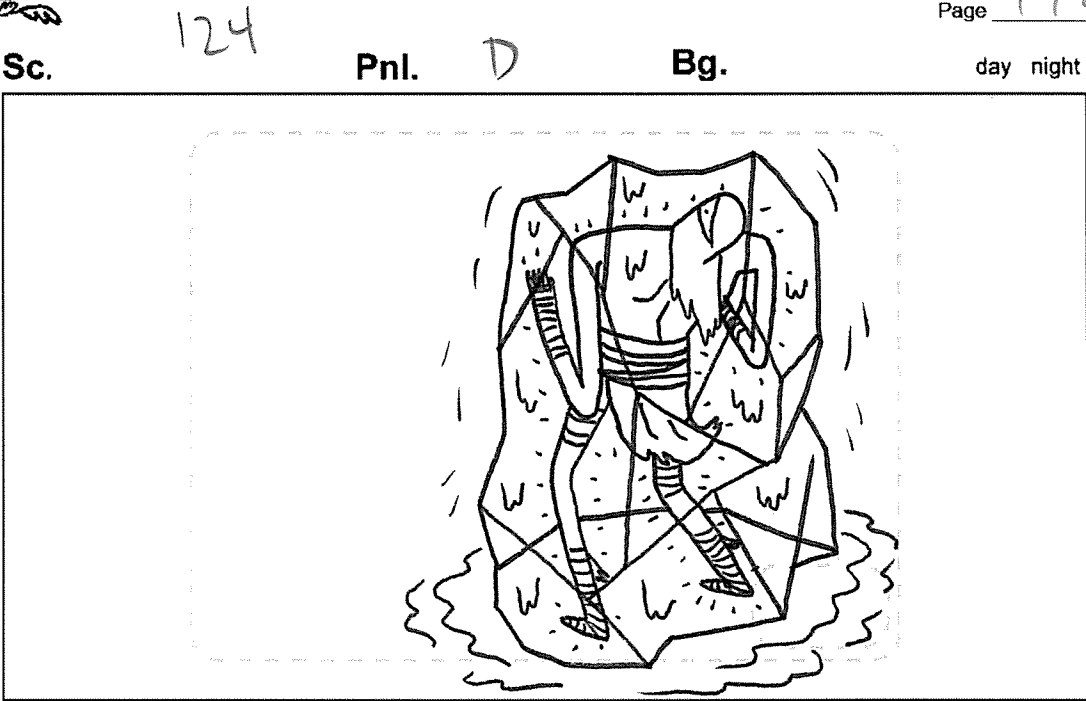
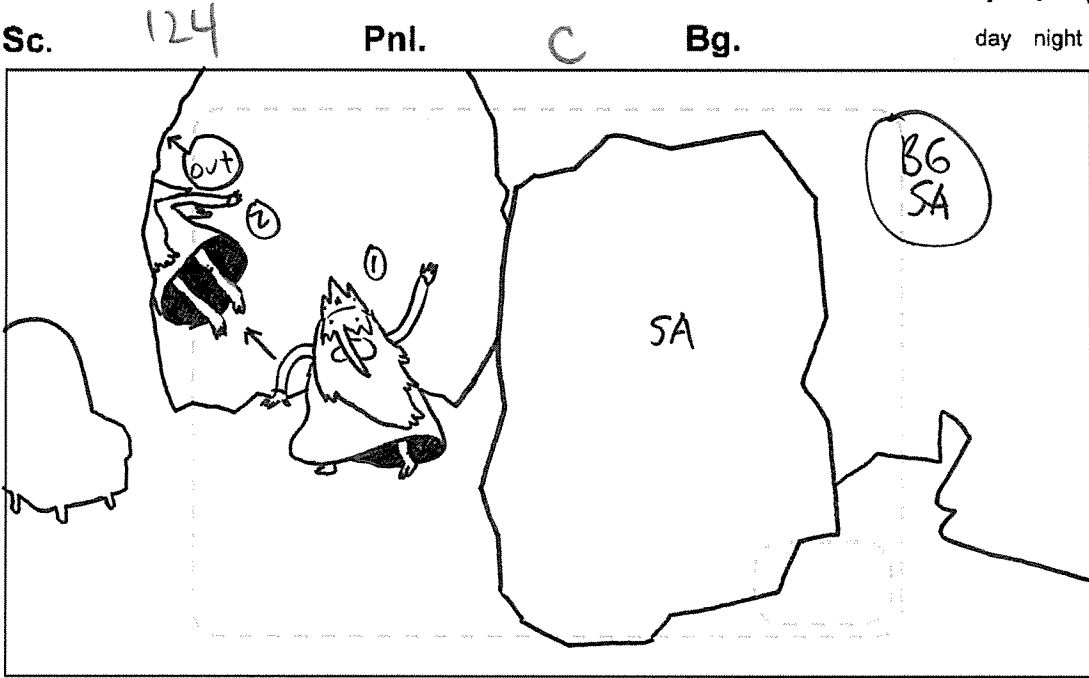


Dialog:	la king! PEACE OUT!
Action:	
Timing:	

Production :
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ADVENTURE TIME



Dialog: 1 K/O L A T E R S !

Action: (2) 1K flies out

Scorcher heating up. Ice starting to melt.

Timing:

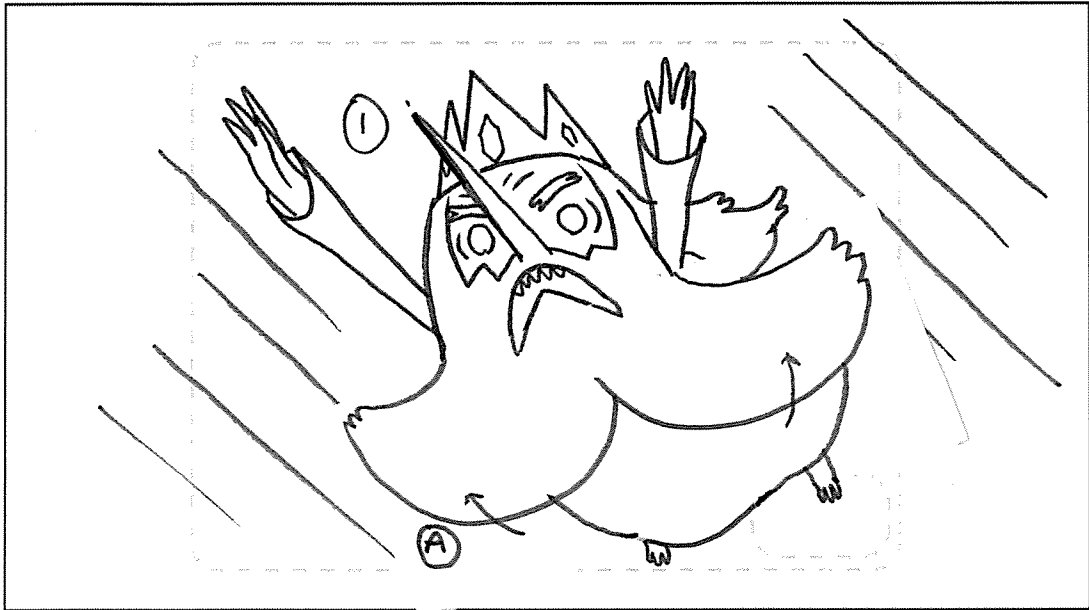
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Production :

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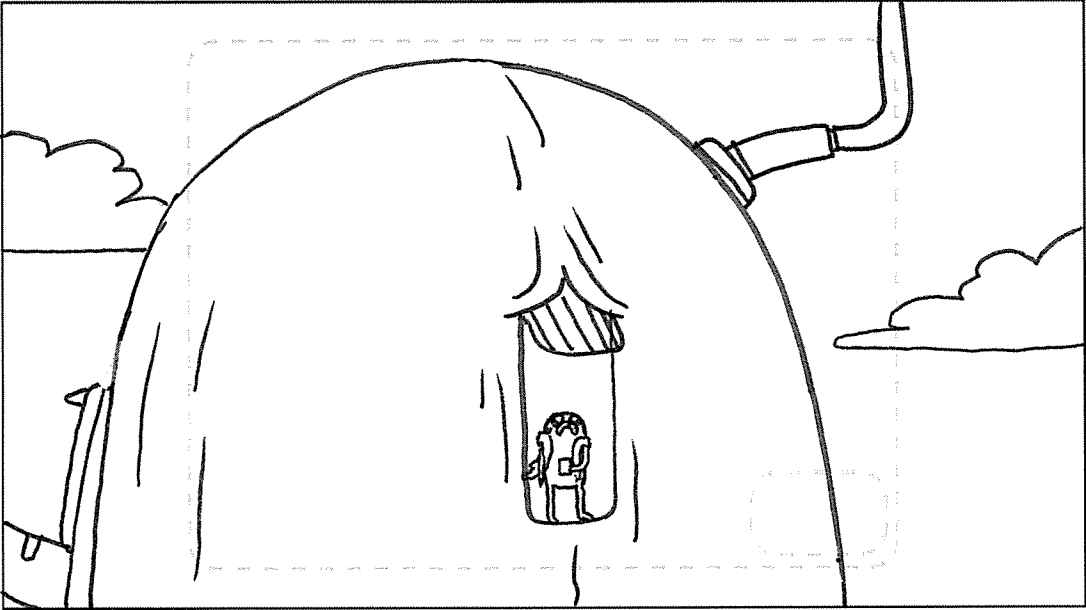
ADVENTURE TIME



Sc. 125 Pnl. A Bg. day night



Sc. 126 Pnl. A Bg. day night



Dialog: IK/OFREAKIN BUTT!@BUTT T! (like he has tourettes)

③ ~~mmmm~~ BUTT!

A

①

②

③

cycle beard flap (A+B)

EPISODE # 100855

Production :

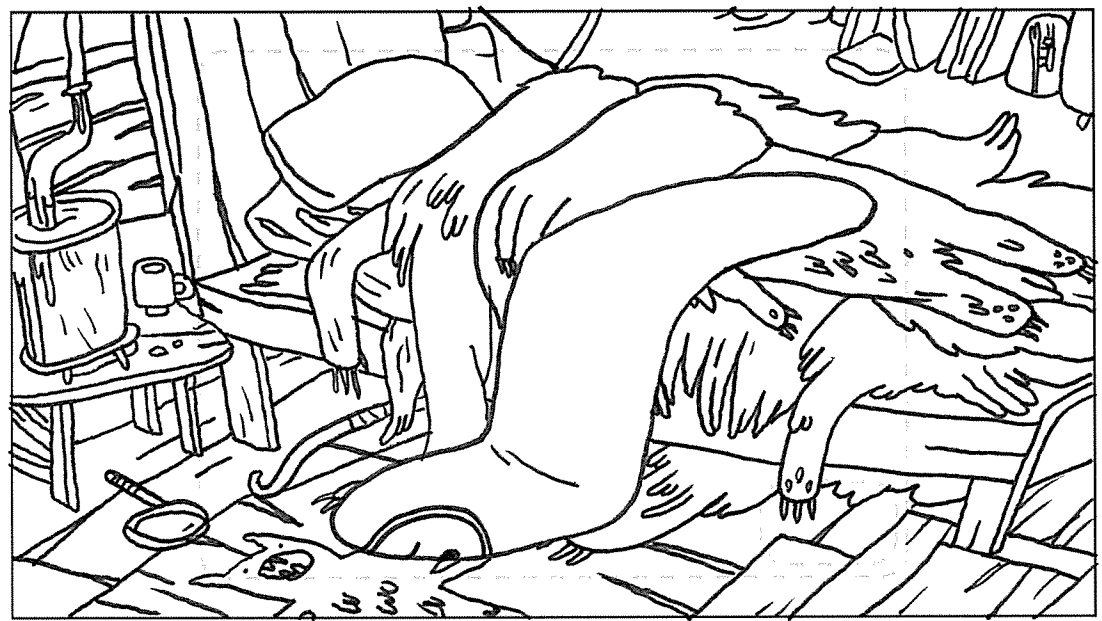
ADVENTURE TIME



Sc. 127 Pnl. A Bg. day night



Sc. 128 Pnl. A Bg. day night



Dialog:	① BEAT ② J/Hey Finn, you awake yet?
Action:	ears and scarf blowing in the wind
Timing:	

F/ I'm trying

EPISODE # 100855
Production :

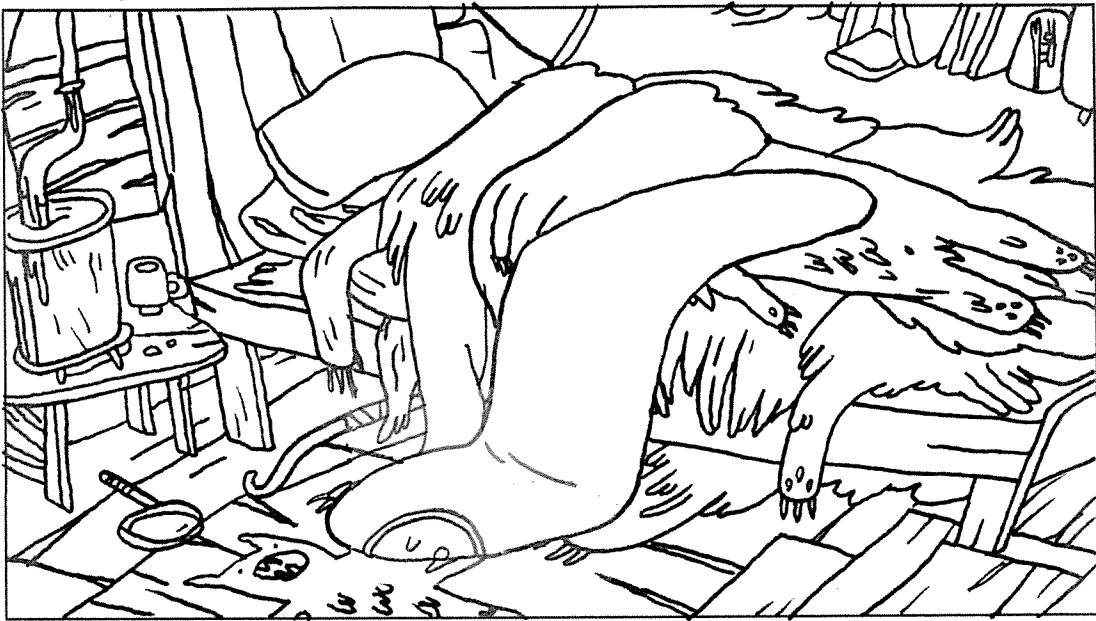
ADVENTURE TIME



Sc. 129 Pnl. A Bg. day night



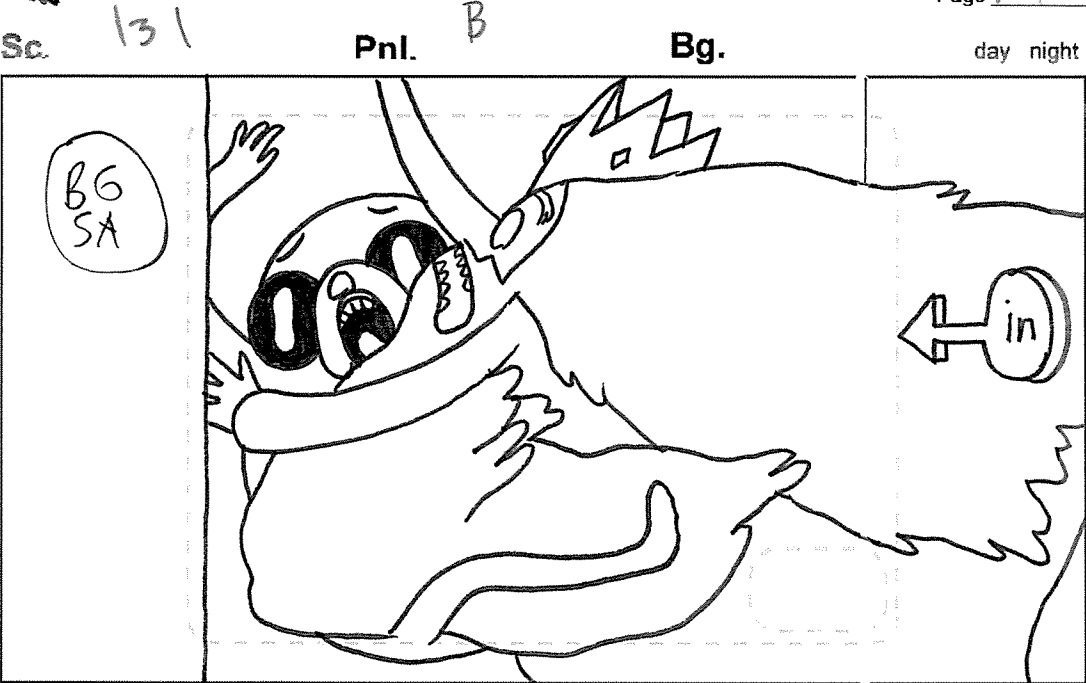
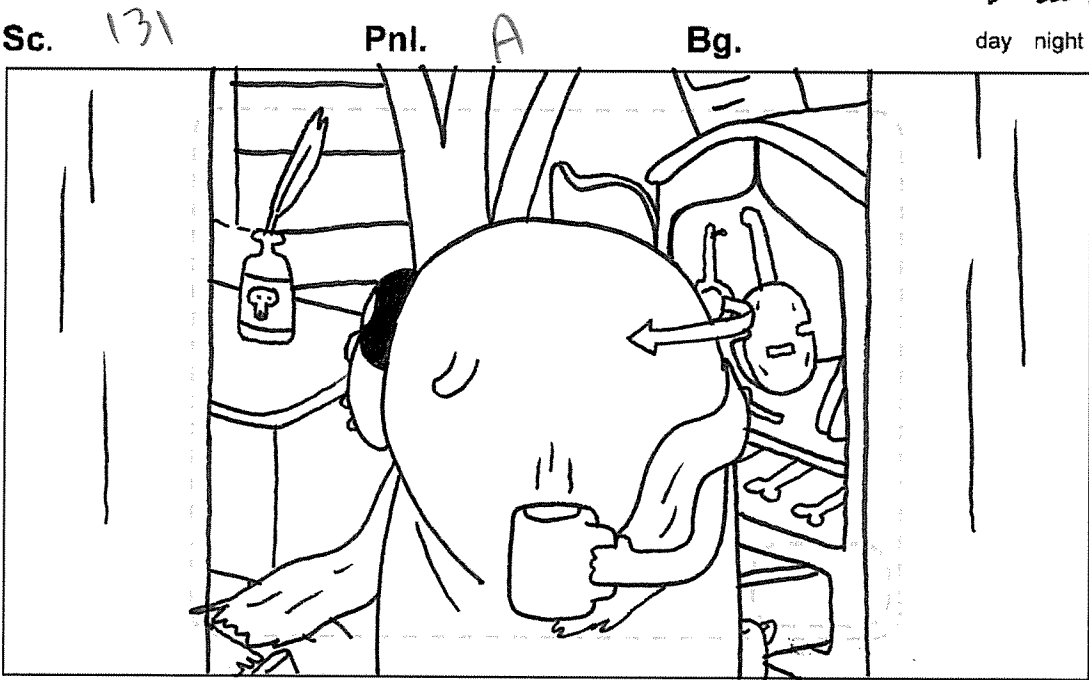
Sc. 130 Pnl. A Bg. day night



Dialog:	Jake/ I had a dream about meat man.	Finn/ Oh yeah ?
Action:	scarf and ears blowing in wind	
Timing:		

Production :
EPISODE #
100855

ADVENTURE TIME



Dialog: J / I think I'm gonna stop eating Meat Man.

J / AAA !!

Action:

Timing:

EPISODE #

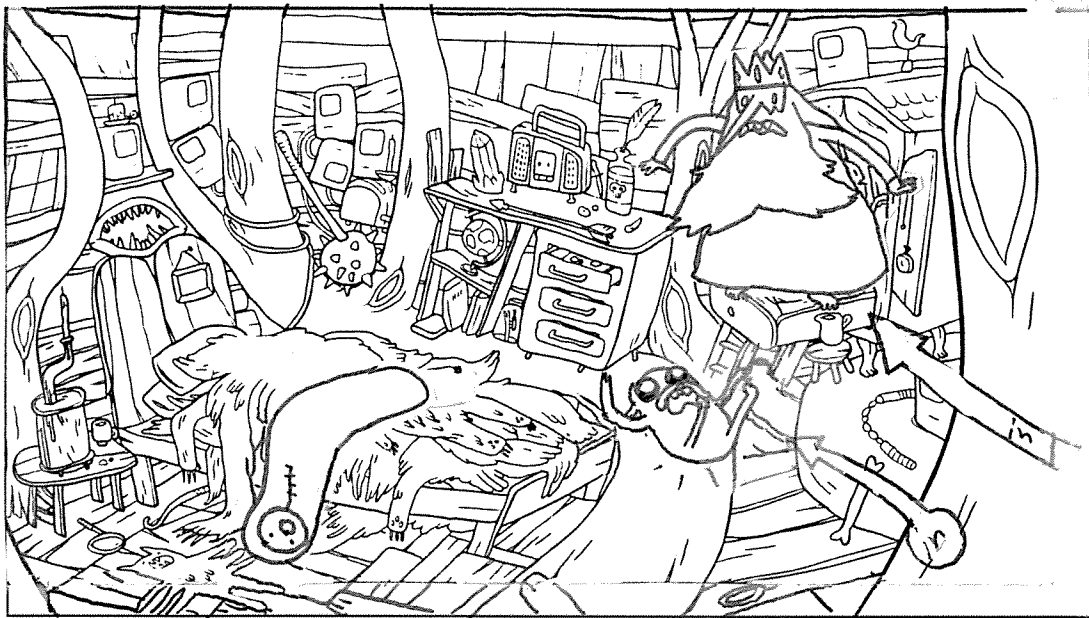
100855

Production :

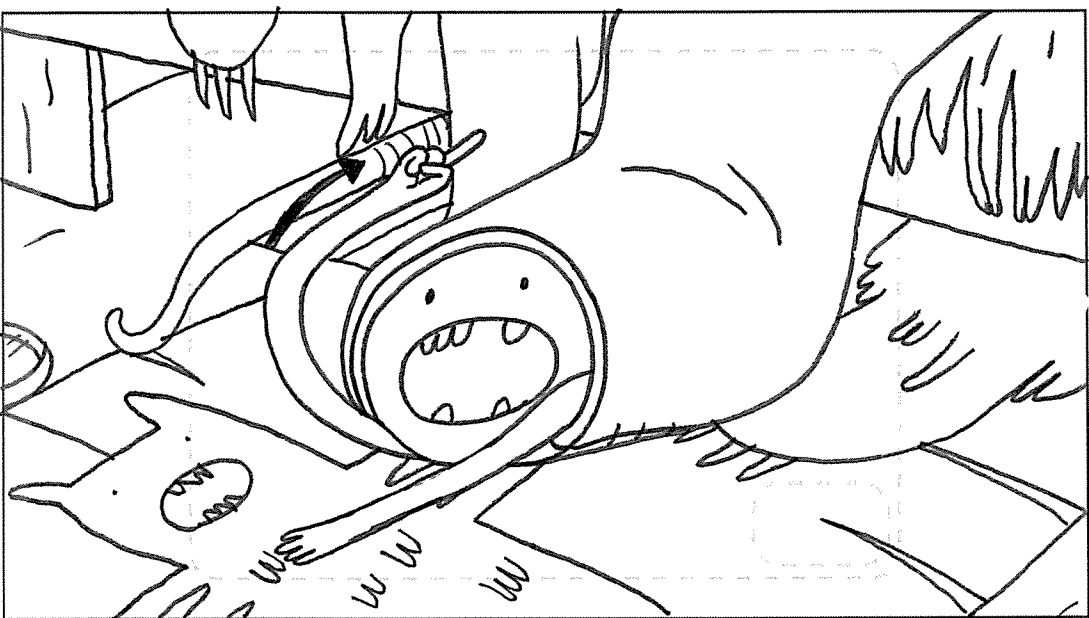
ADVENTURE TIME



Sc. 132 Pnl. A Bg. day night



Sc. 133 Pnl. A Bg. day night



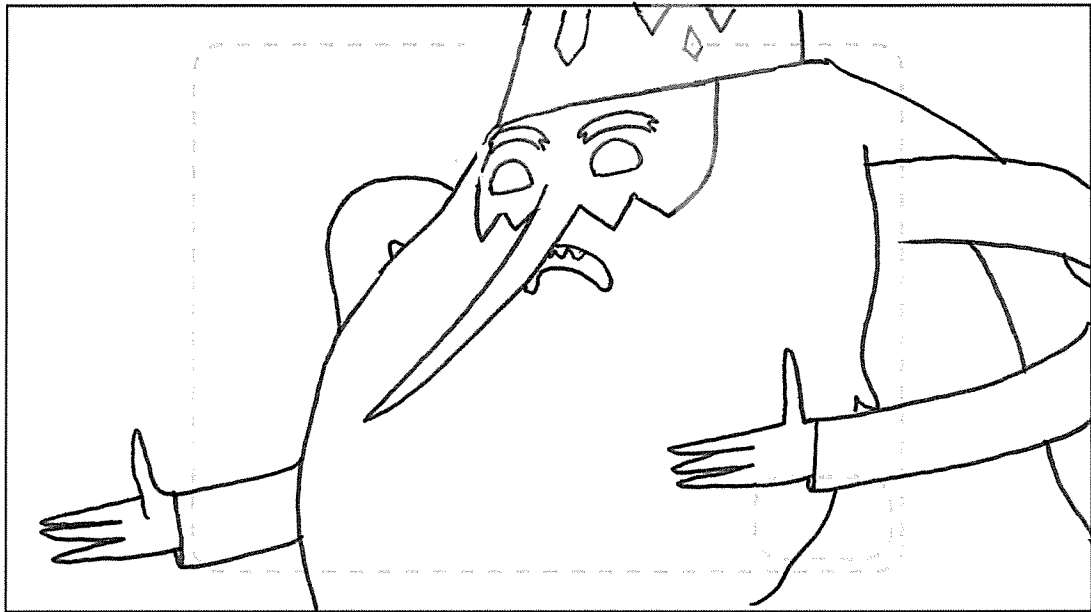
Dialog:	J / OOF!!	Finn / YOU'RE GROUNDED!
Action:	Ik flies up on Jake's bed Jake falls on the floor	
Timing:		

EPISODE # 100855
Production :

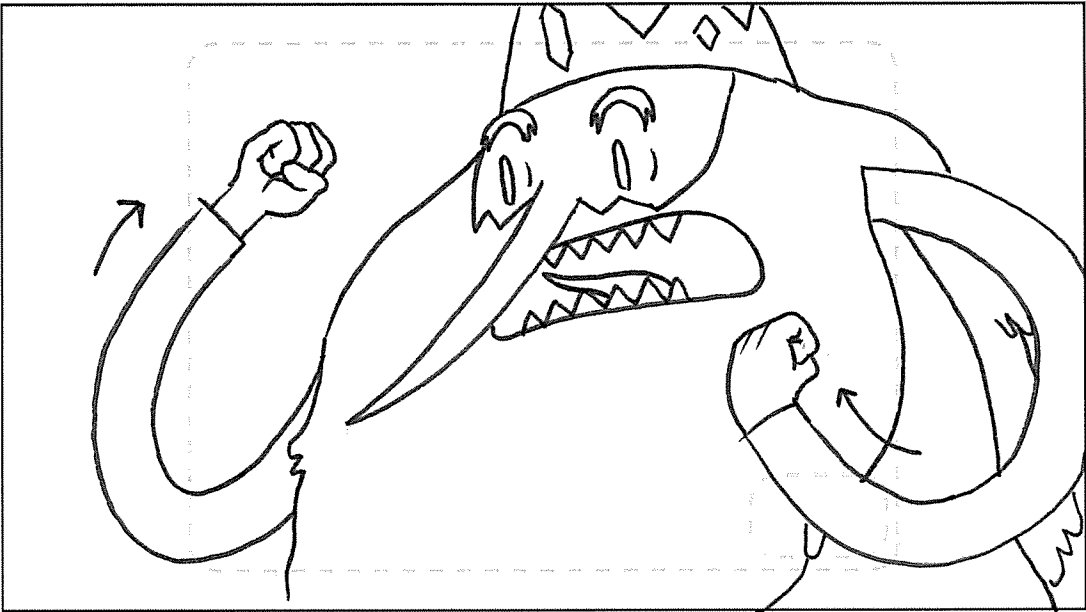
ADVENTURE TIME



Sc. 134 Pnl. A Bg. day night



Sc. 134 Pnl. B Bg. day night

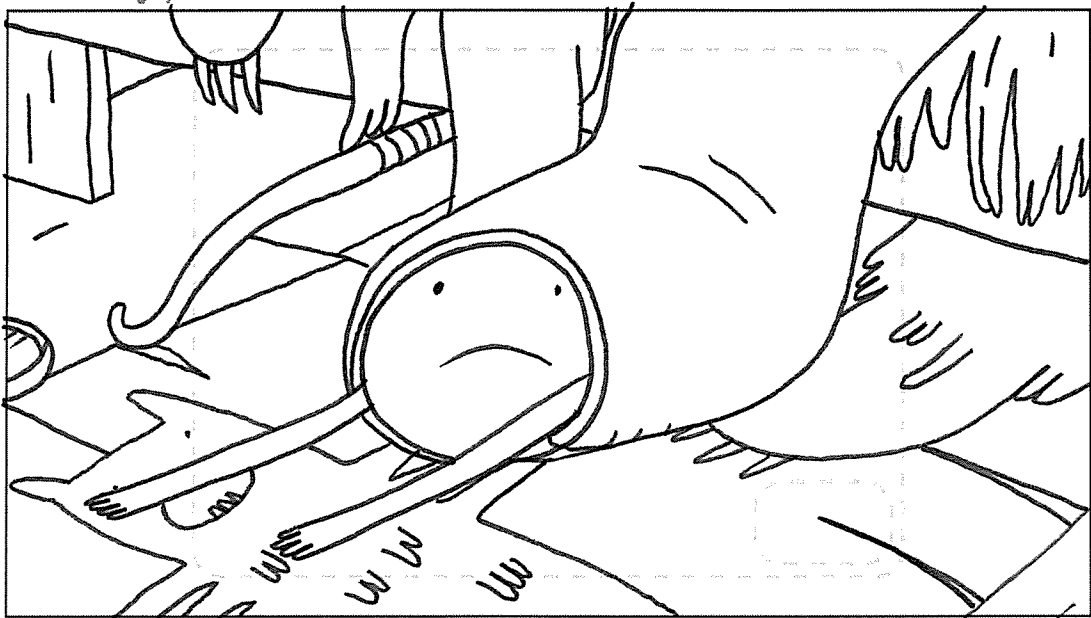


Dialog:	Ice king / I know ——— But shut up !
Action:	
Timing:	

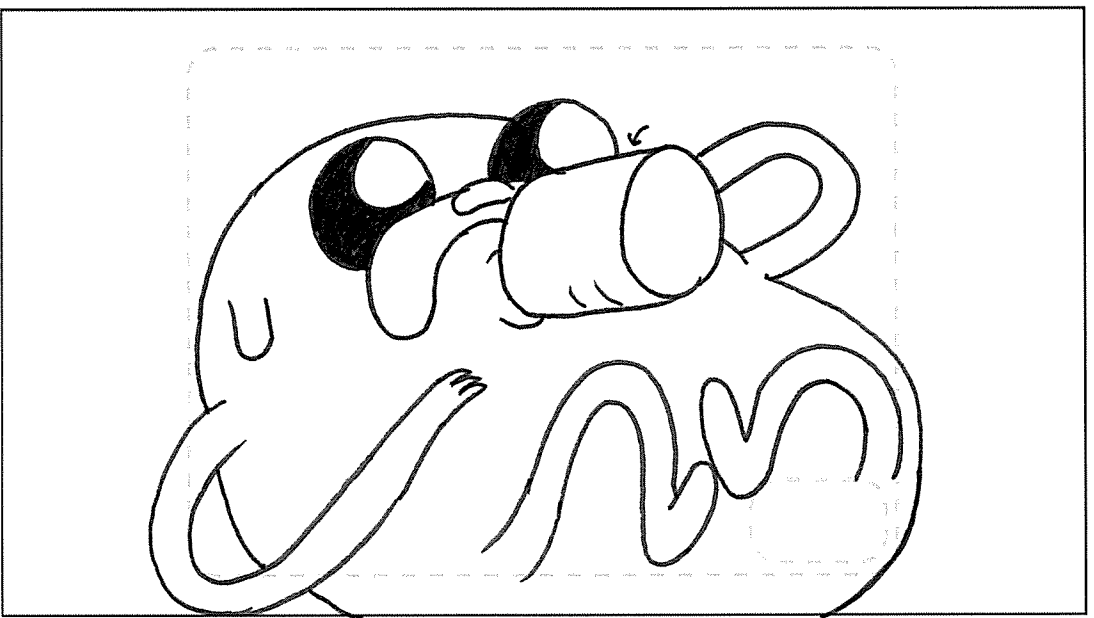
ADVENTURE TIME



Sc. 135 Pnl. A Bg. day night



Sc. 136 Pnl. A Bg. day night



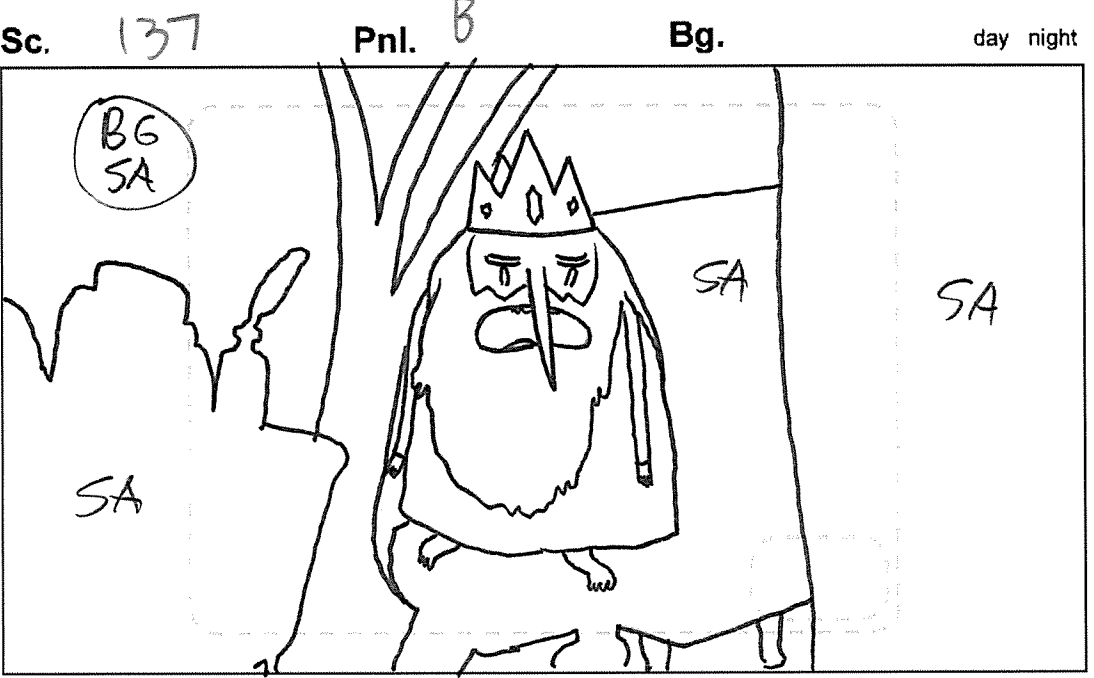
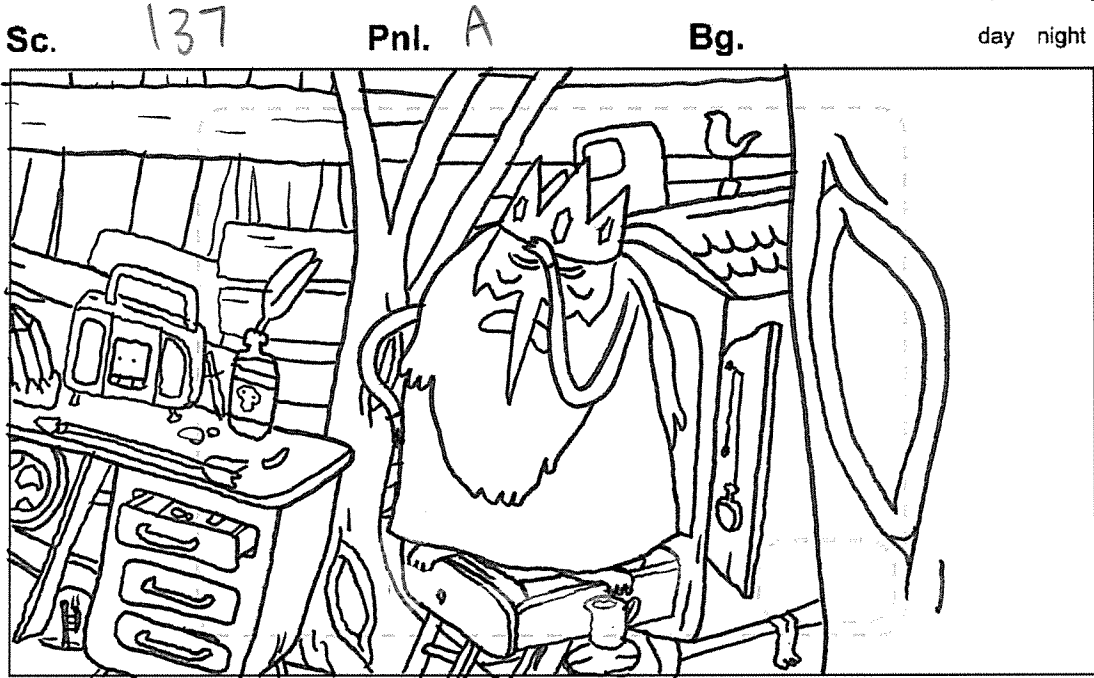
Dialog:	(beat)
Action:	(Jake sips his coffee) quietly
Timing:	

EPISODE # 100855

Production :

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ADVENTURE TIME



Dialog:	IK / { u m m ... } (voice quivering like he's about to cry)	IK / S I G H
Action:		
Timing:		

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Production :

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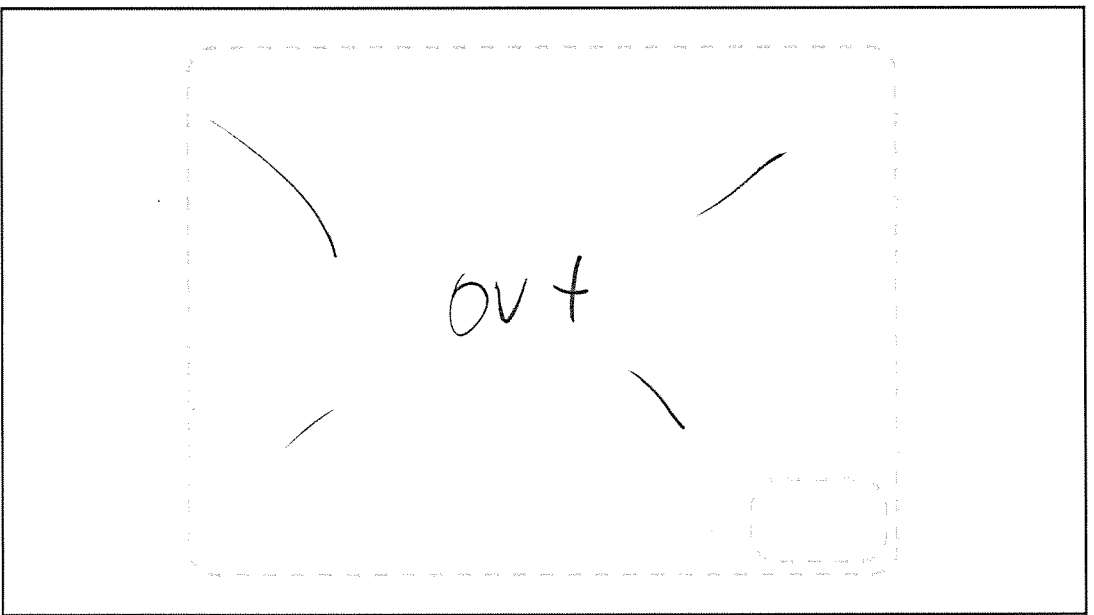
ADVENTURE TIME



Sc. 137 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



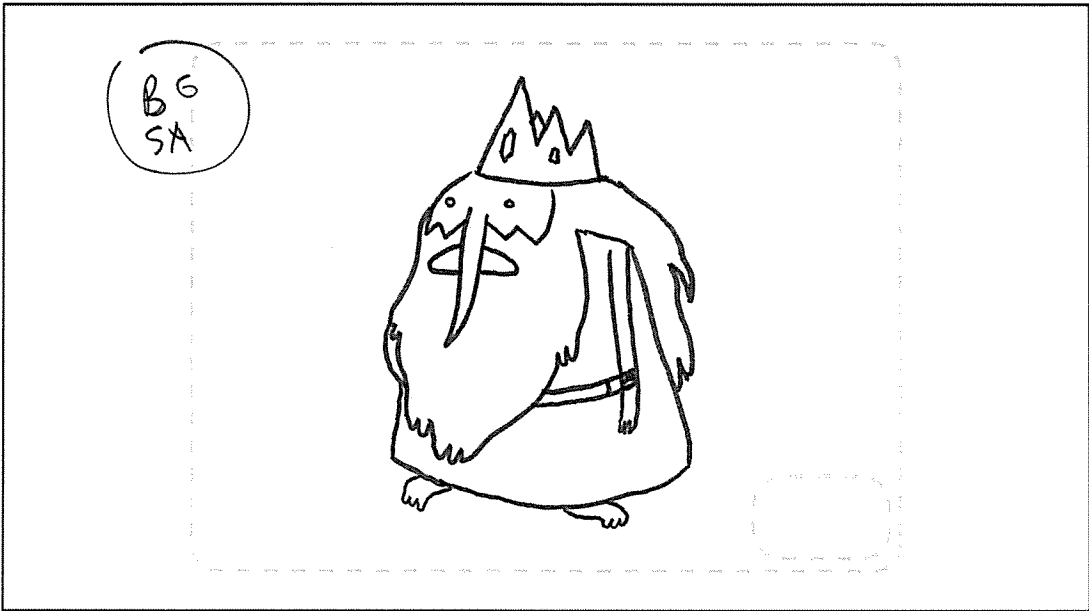
Dialog:	Ik / Okay.
Action:	
Timing:	

EPISODE # 100855
Production :

ADVENTURE TIME



Sc. 137 Pnl. D Bg. day night



Sc. 137 Pnl. E Bg. day night



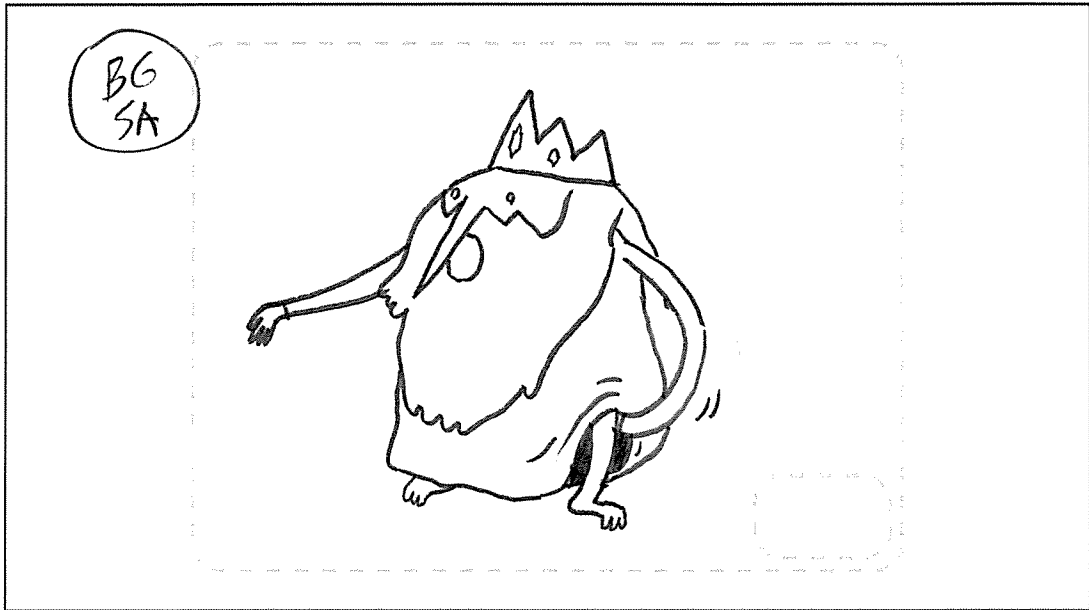
Dialog:	Ik/ I hired a guy to kill you by decident.	Ik/ I thought he was gonna just hit you in the gut and make you spit up your lunch. and make you spit up your lunch.
Action:		(Ik itching his leg)
Timing:		

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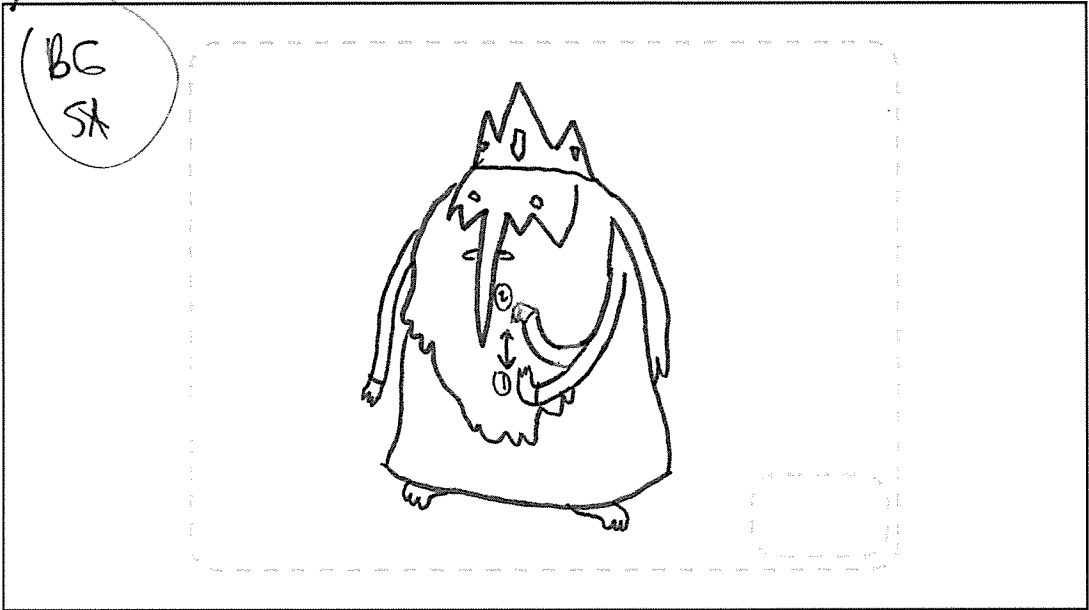
ADVENTURE TIME



Sc. 137 Pnl. F Bg. day night



Sc. 137 Pnl. G Bg. day night



Dialog:	IK/ ^{well} I froze him in ice, but I think he's free now.	IK/ 'Cause he's made out of fire
Action:	IK scratching butt	(wiping hand on beard)
Timing:		

EPISODE # 100855
Production :

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ADVENTURE TIME

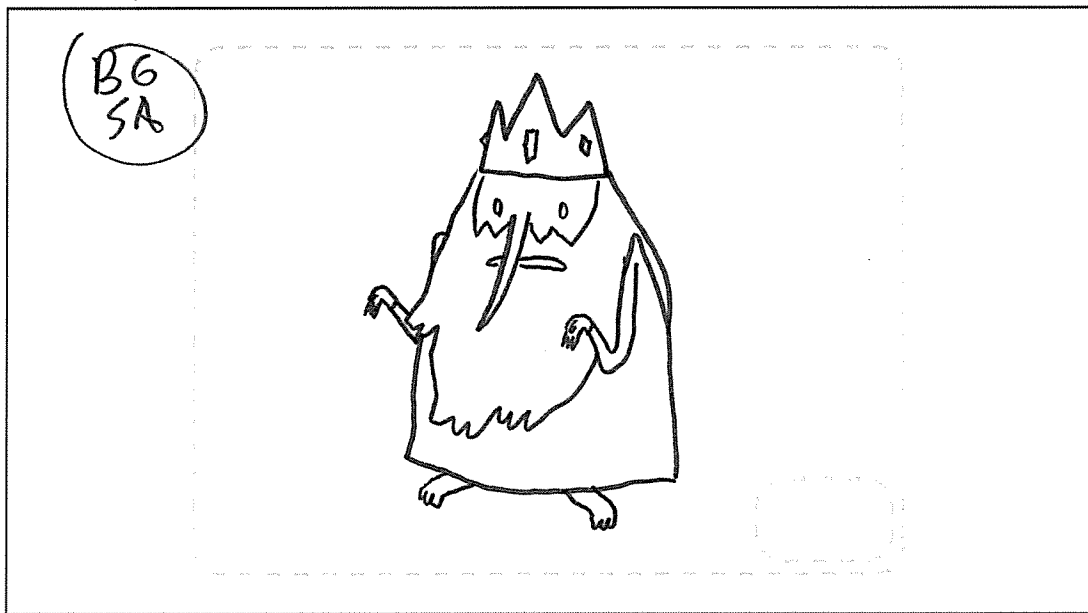


Sc. 137

Pnl. H

Bg.

day night



Sc. 137

Pnl. I

Bg.

day night



Dialog:	Ik / or he COMMANDS fire?	Ik / maybe?
Action:	(squat)	
Timing:		

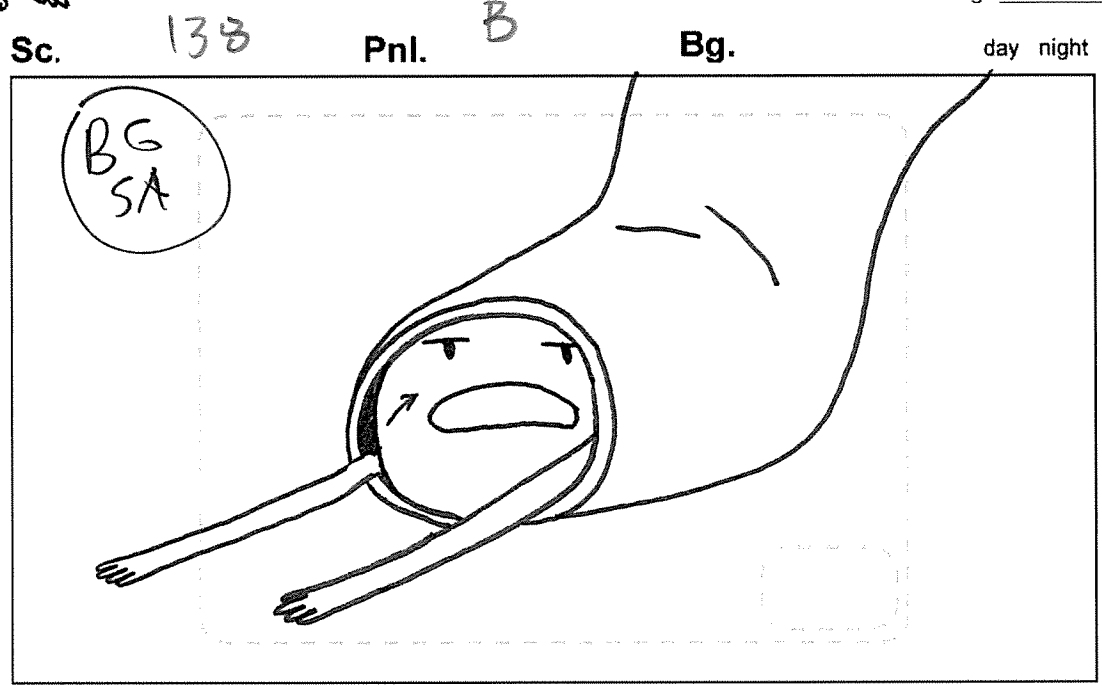
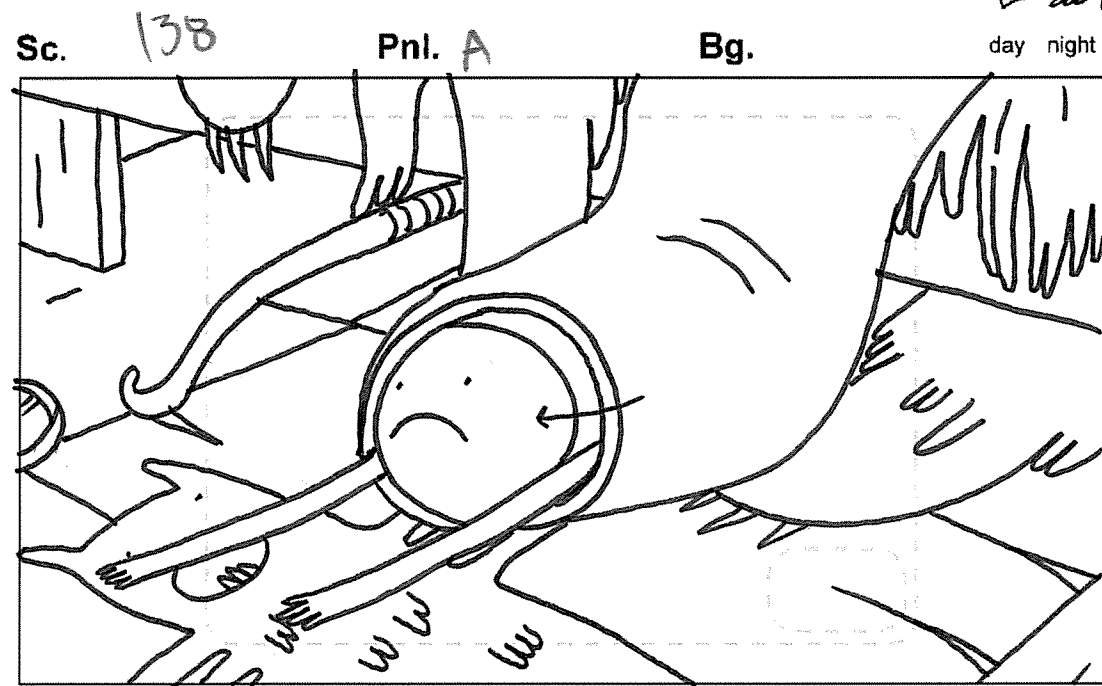
EPISODE #

Production :

100855

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ADVENTURE TIME



Dialog:	(beat)	Finn/ what, dude?
Action:		
Timing:		

EPISODE # 100855

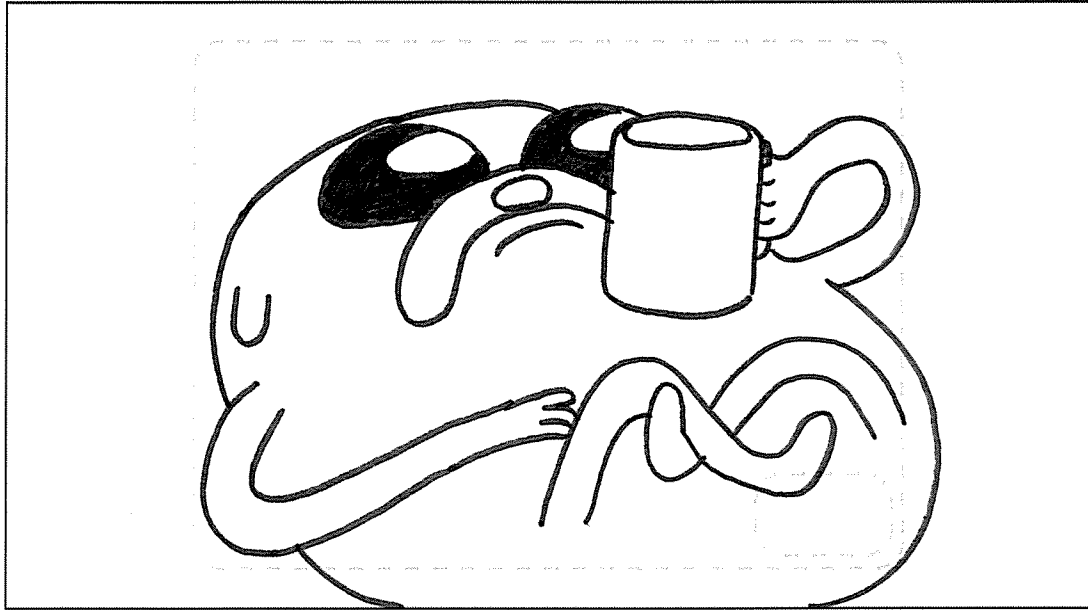
Production :

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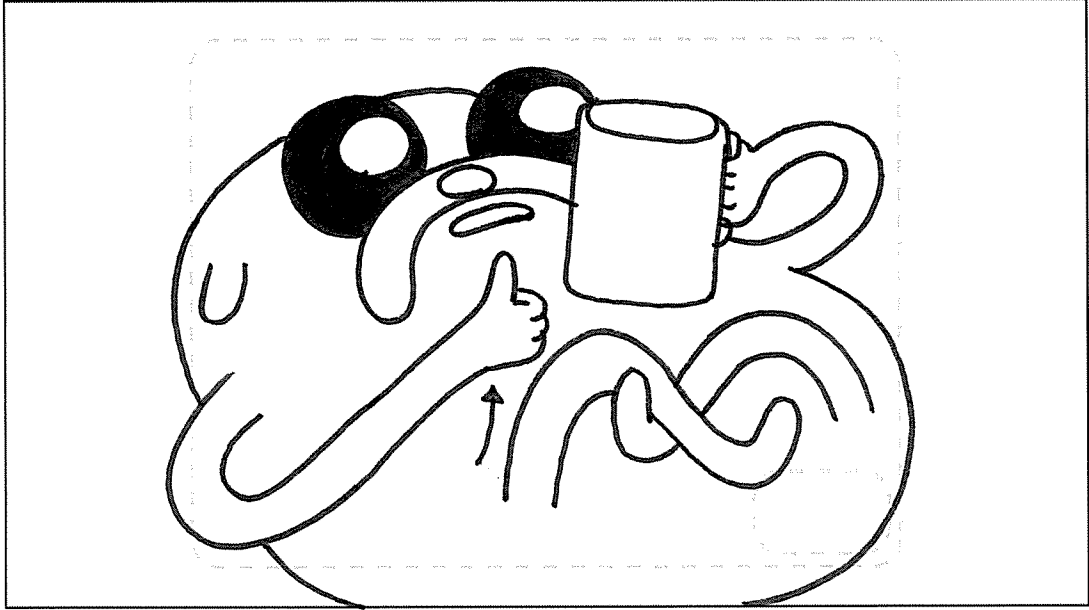
ADVENTURE TIME



Sc. 139 Pnl. A Bg. day night



Sc. 139 Pnl. B Bg. day night



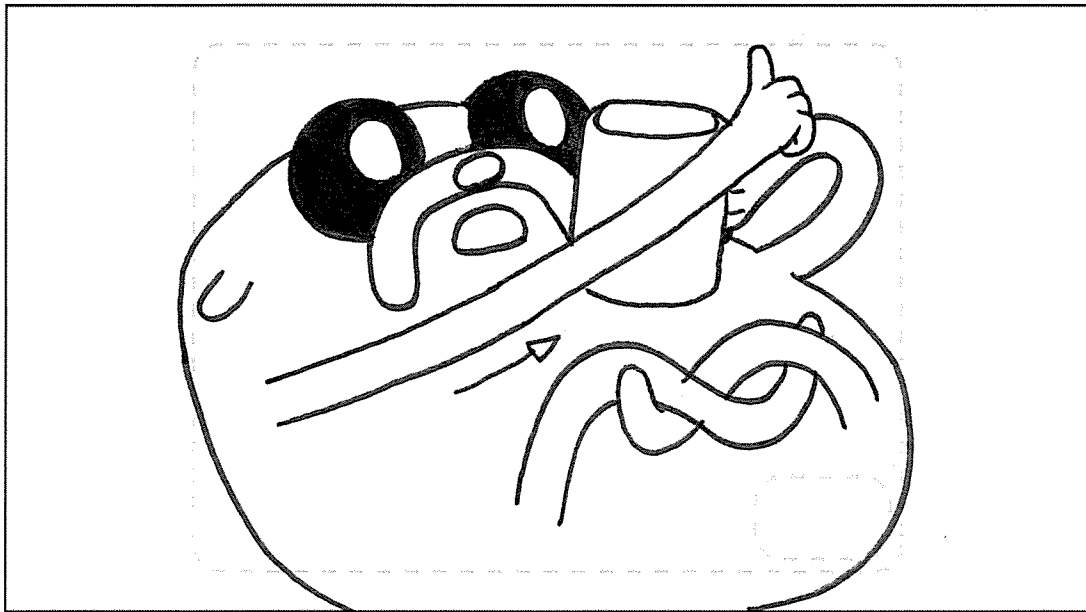
Dialog:	(beat)	Jake/ good job
Action:	(thumbs up)	
Timing:		

EPISODE # 100855
Production :

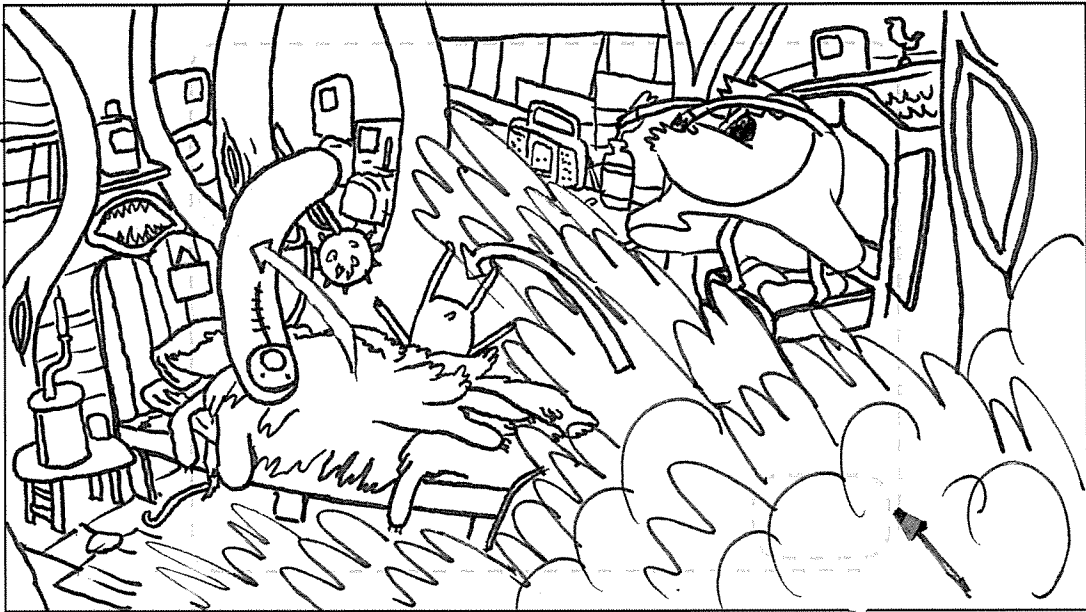
ADVENTURE TIME



Sc. 139 Pnl. C Bg. day night



Sc. 140 Pnl. A Bg. day night



Dialog: J/ Good job "the Ice King".

BWOOM!

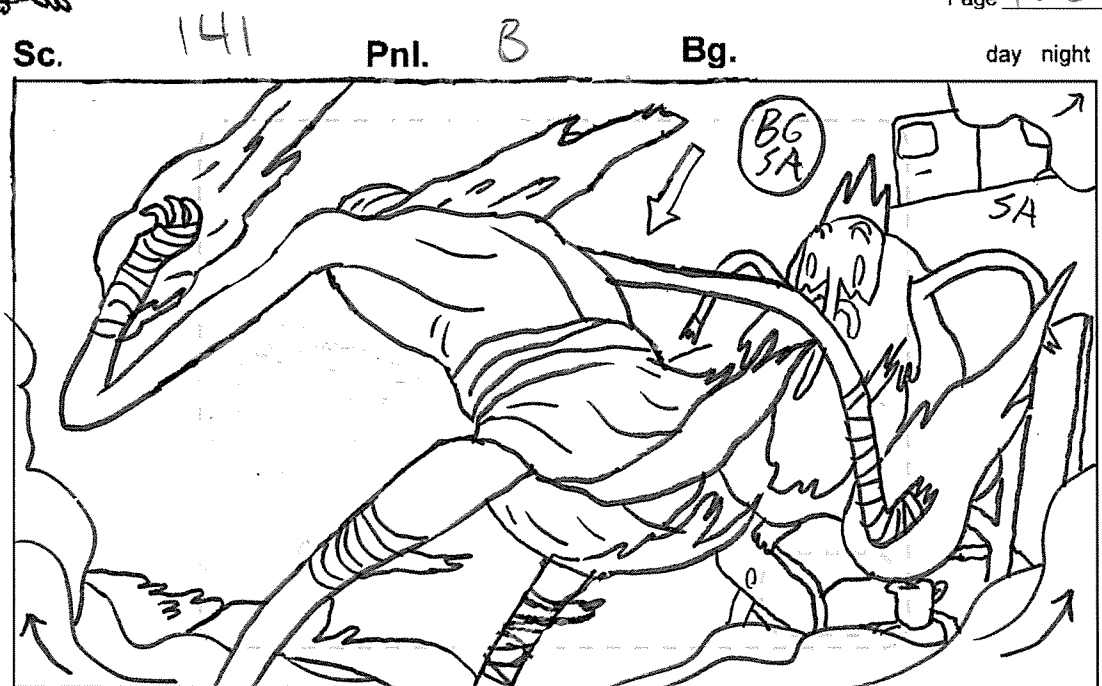
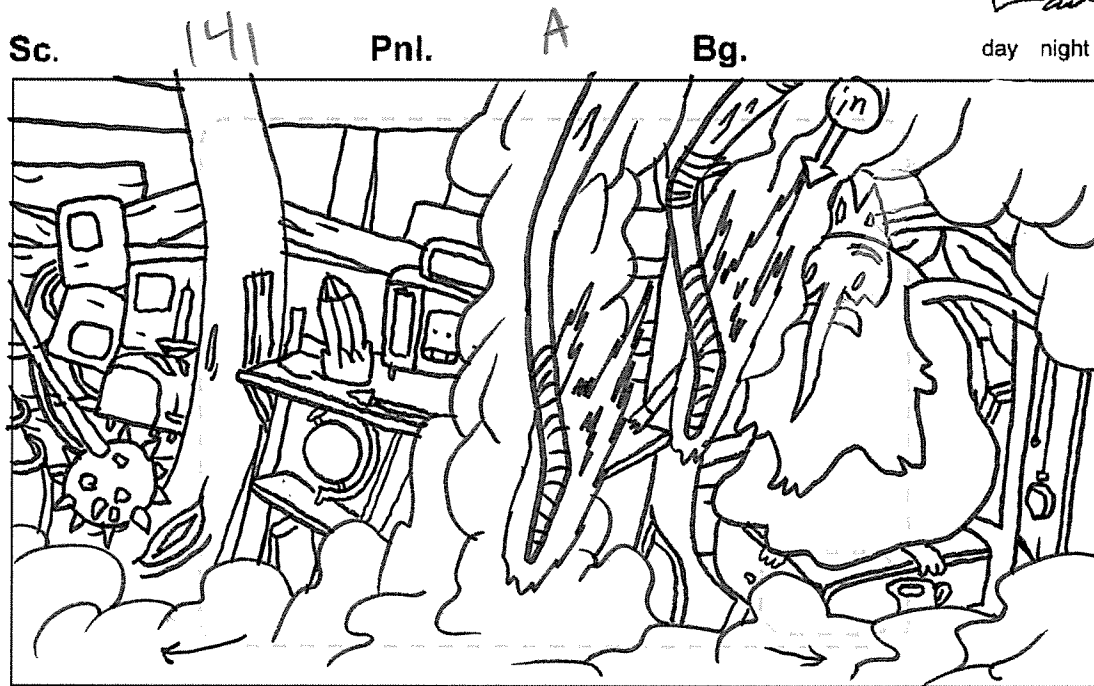
Action: explosion coming from lower (R)
finn + J fly in the air. Jake lands behind bed.

Timing:

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Production :

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ADVENTURE TIME



Dialog:	(Slow mo —————→) (cont on next page...)
Action:	Scorcher drops out of smoke. smoke disperses around him as he lands
Timing:	

EPISODE # 100855
Production :

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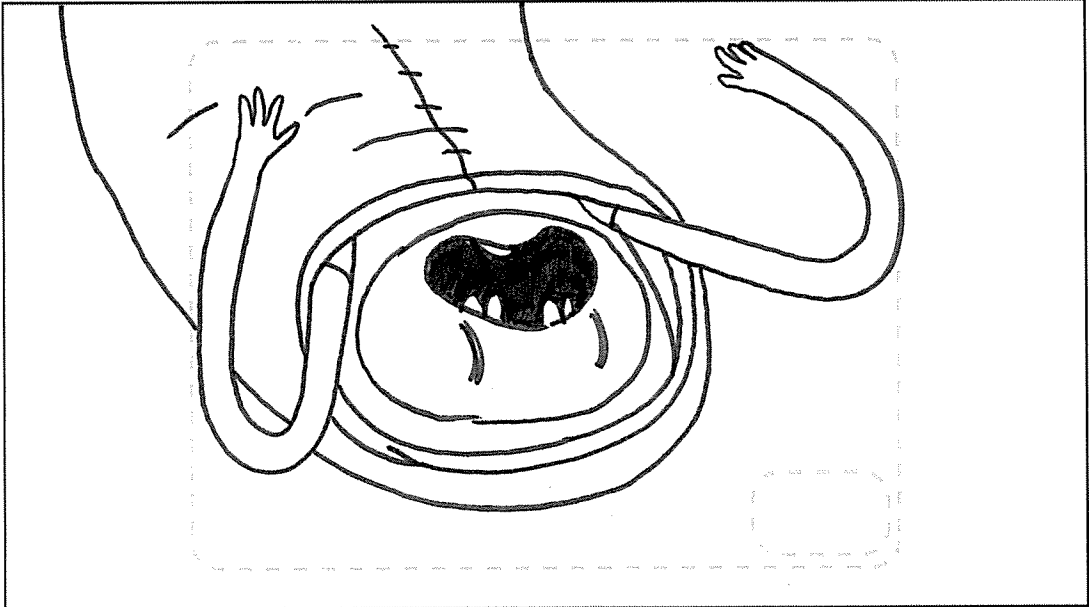
ADVENTURE TIME



Sc. 141 Pnl. C Bg. day night



Sc. 142 Pnl. A Bg. day night



Dialog: (slow mo cont)

F/OH MY LIFE!

Action: sloo'cher lands

Timing:

EPISODE # 100855
Production :

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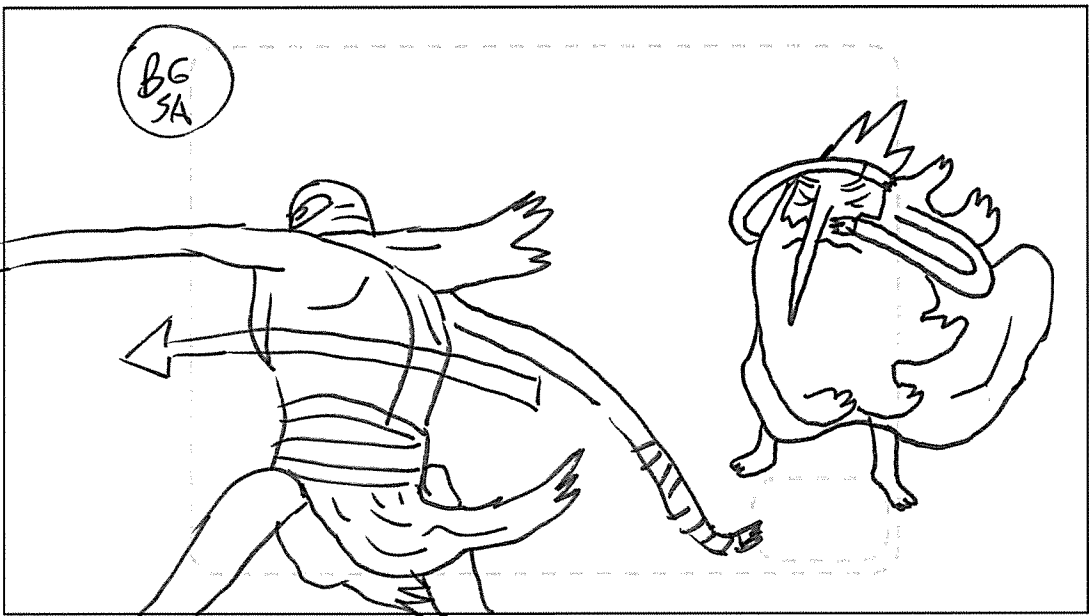
ADVENTURE TIME



Sc. 143 Pnl. A Bg. day night



Sc. 143 Pnl. B Bg. day night



Dialog:

Action: scorcher stands up with a
fire ball in hand

scorcher throws fireball

Timing:

100855

EPISODE #

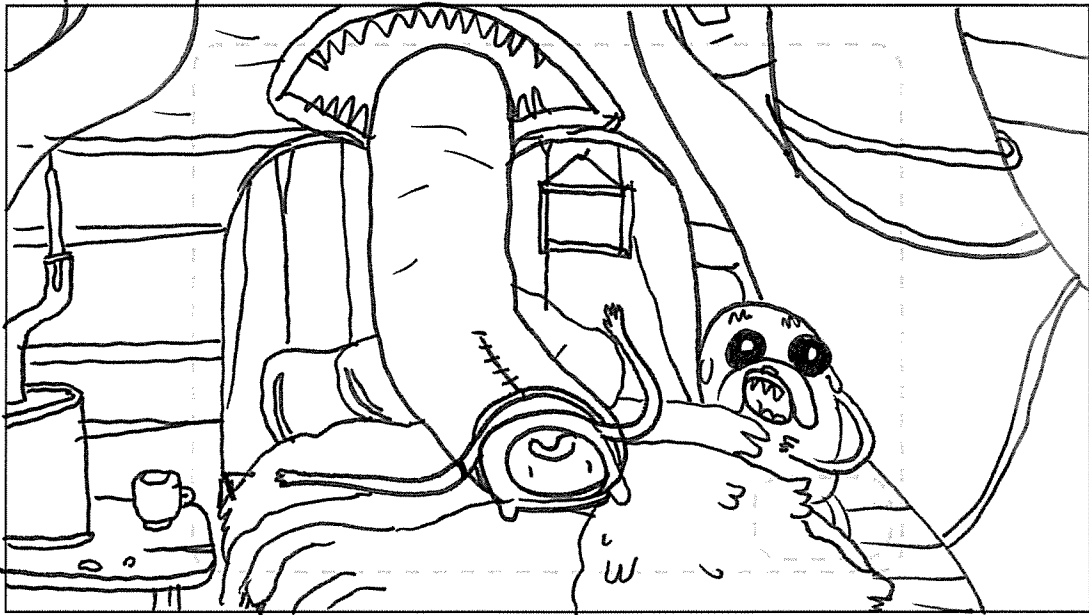
Production :

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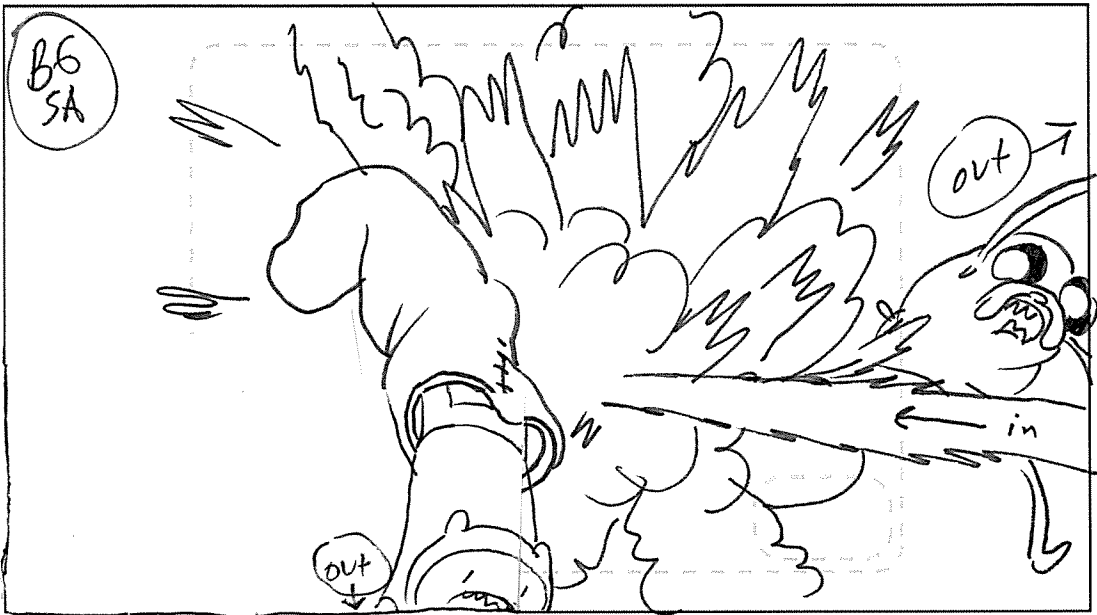
ADVENTURE TIME



Sc. 144 Pnl. A Bg. day night



Sc. 144 Pnl. B Bg. day night



Dialog: f+j / AAA!!

Action: f+j jump out of the way of fireball.

Timing:

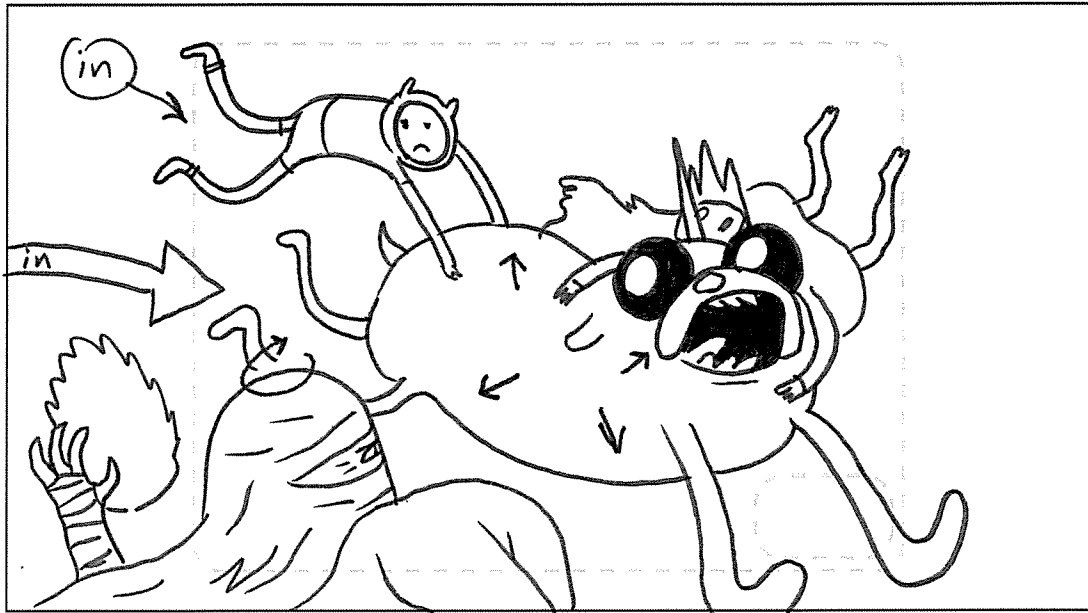
100853
EPISODE #
Production :

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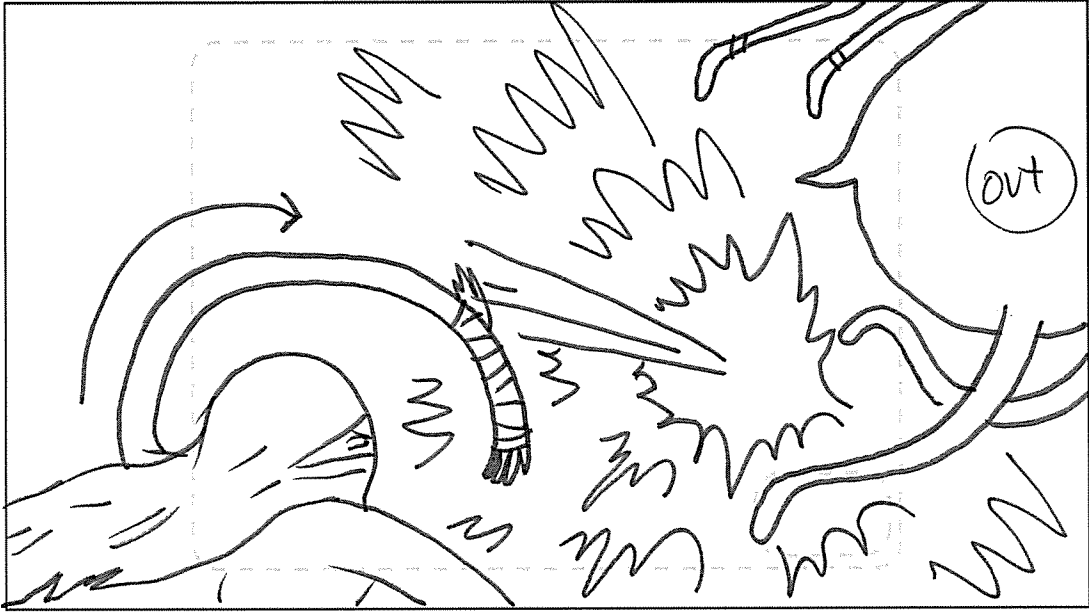
ADVENTURE TIME



Sc. 145 Pnl. A Bg. day night



Sc. 145 Pnl. B Bg. day night



Dialog:	J/grab on!	BOOM!
Action:	jake growing F+Ik grab on	F+J+Ik run o.s. dodging another fireball.
Timing:		

Production :
EPISODE # 100855

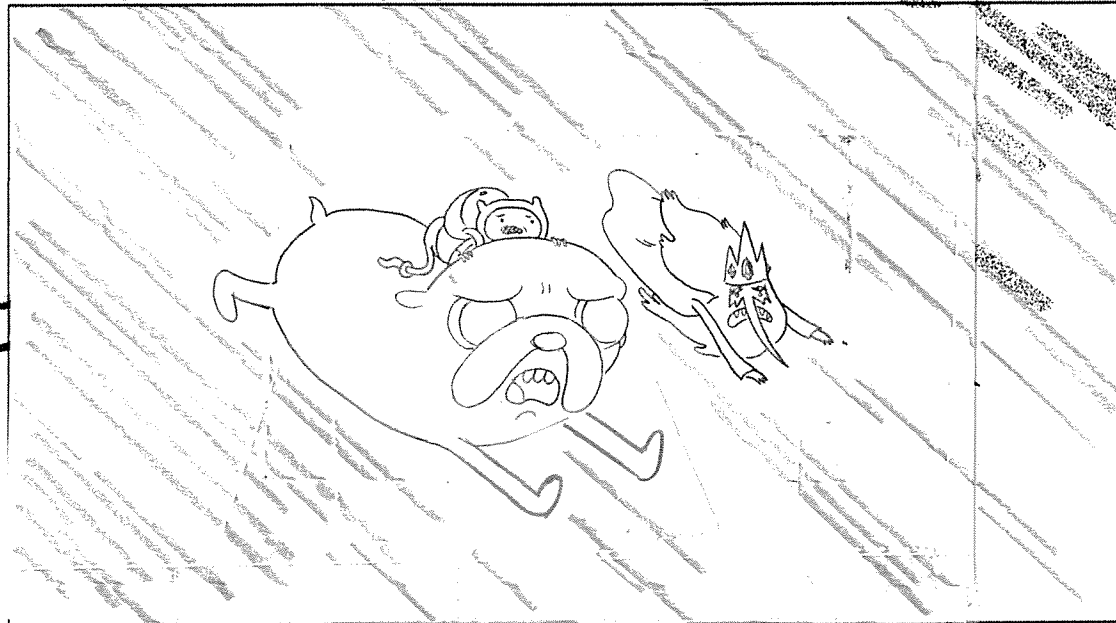
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ADVENTURE TIME

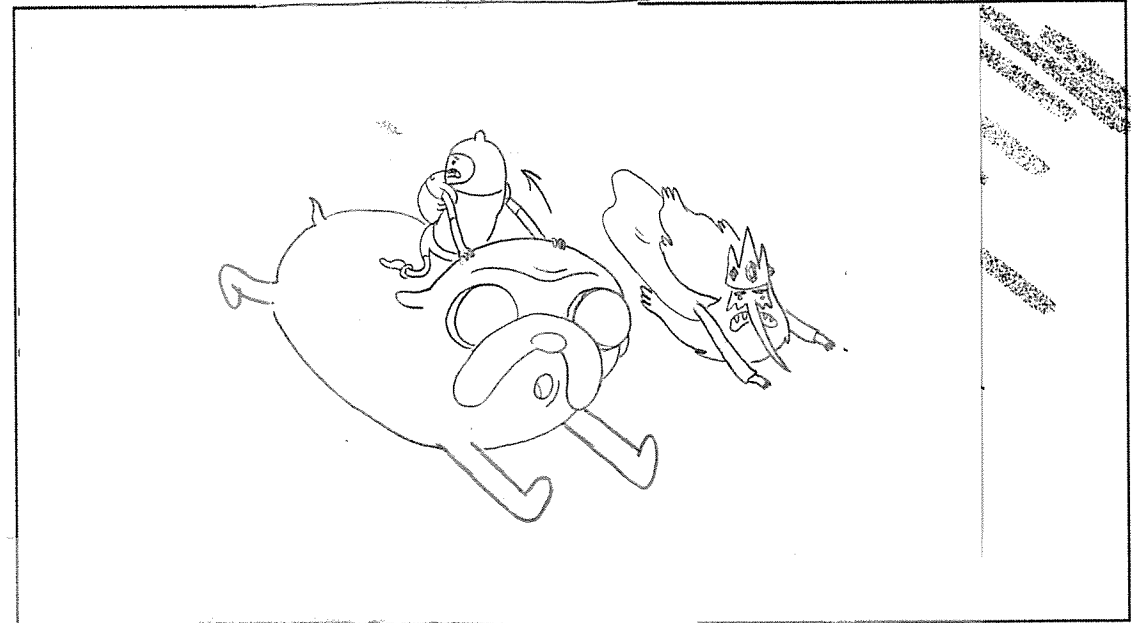


Page 163

Sc. 146 Pnl. A Bg. day night



Sc. 146 Pnl. B Bg. day night



Dialog:

F: Jake! do something
he's getting close!!

Action:

(F&J being chased)

Timing:

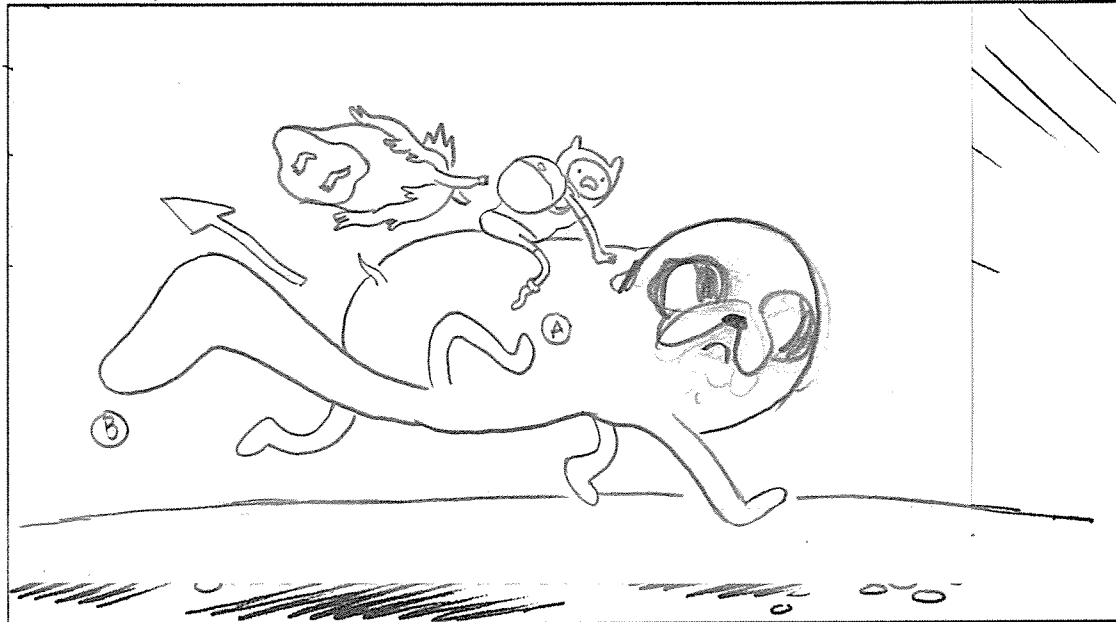
EPISODE # 100855
Production :

ADVENTURE TIME



Page 164

Sc. 147 Pnl. A Bg. day night



Sc. 148 Pnl. A Bg. day night

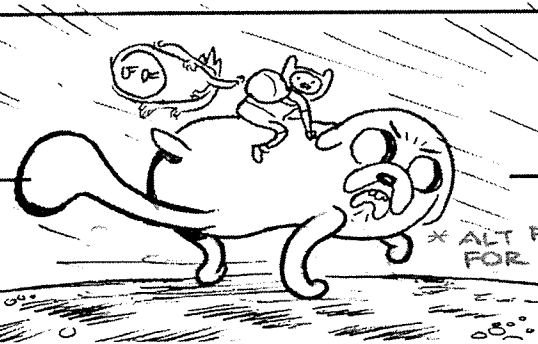


Dialog:

J: Ughhh!!

Action:

(J back kicks)



(J's kick passes through S's body)

Timing:

* ALT POSE FOR RUN CYCLE.



100855

EPISODE #

Production :

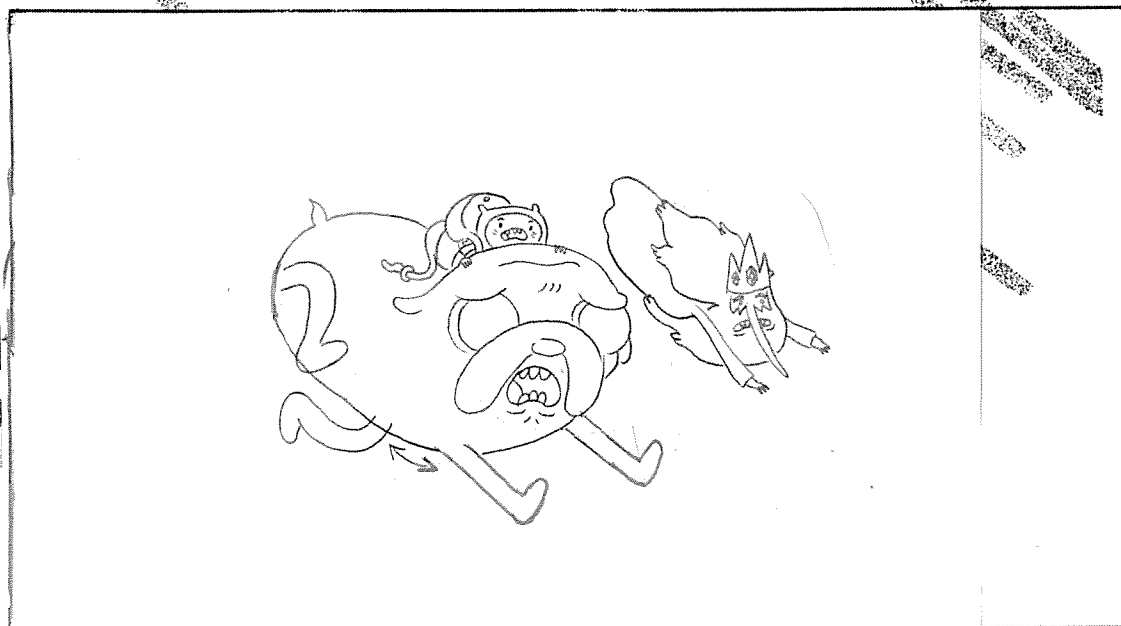
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ADVENTURE TIME

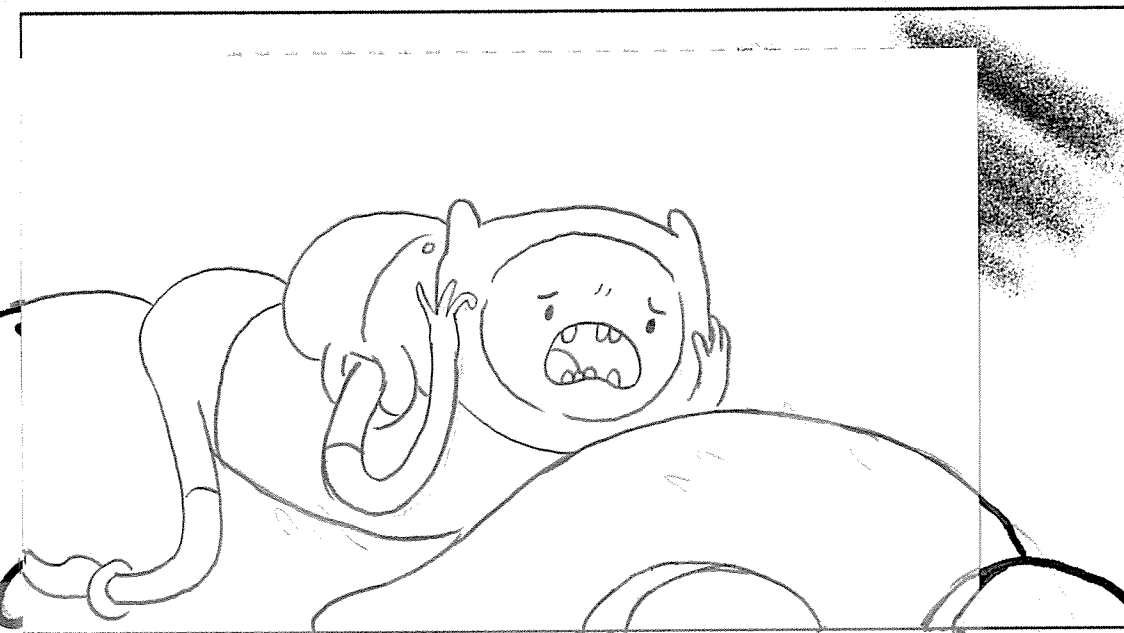


Page 165

Sc. 149 Pnl. A Bg. day night



Sc. 150 Pnl. A Bg.



Dialog:

J: My kick
ain't working!

F: Whatt!!

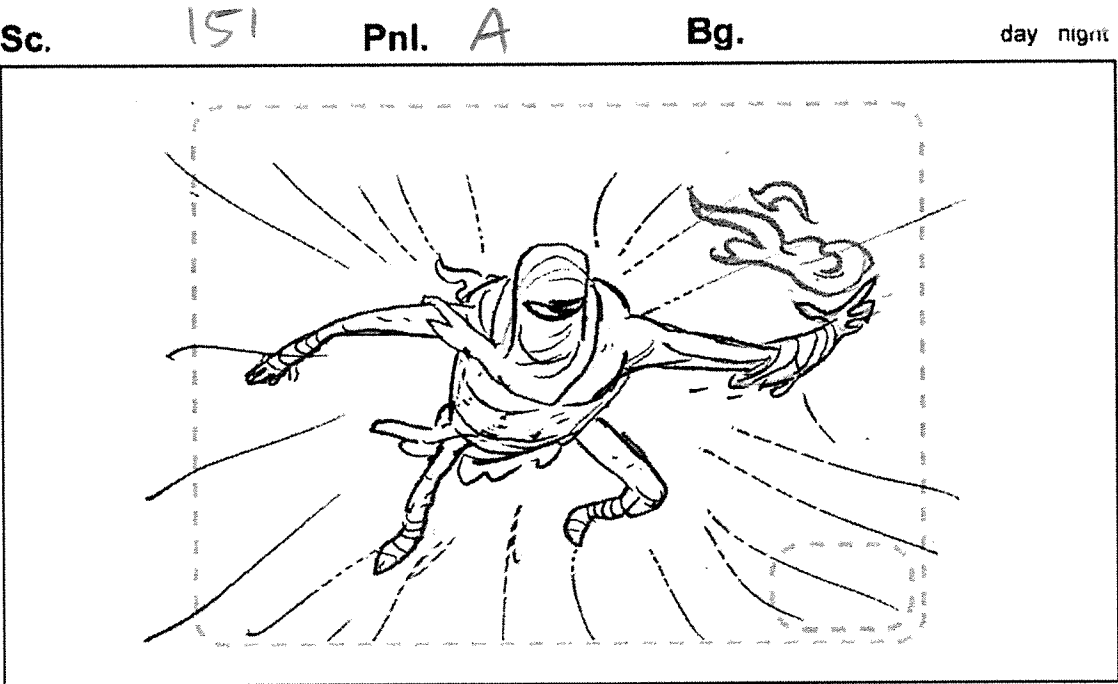
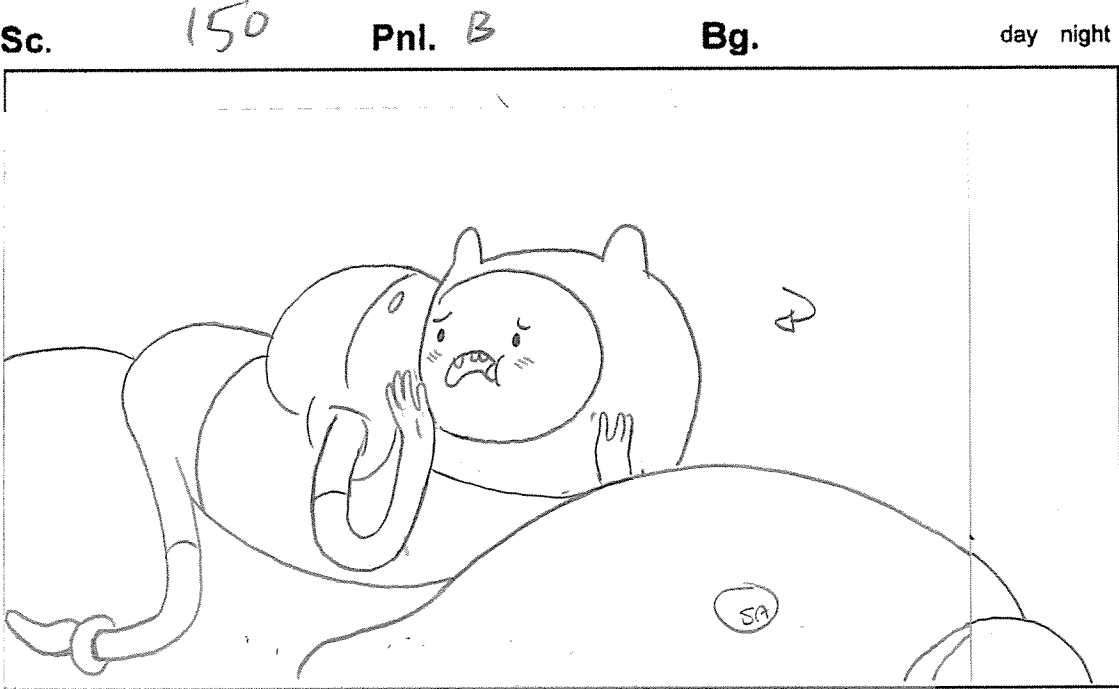
Action:

Timing:

EPISODE #
100855

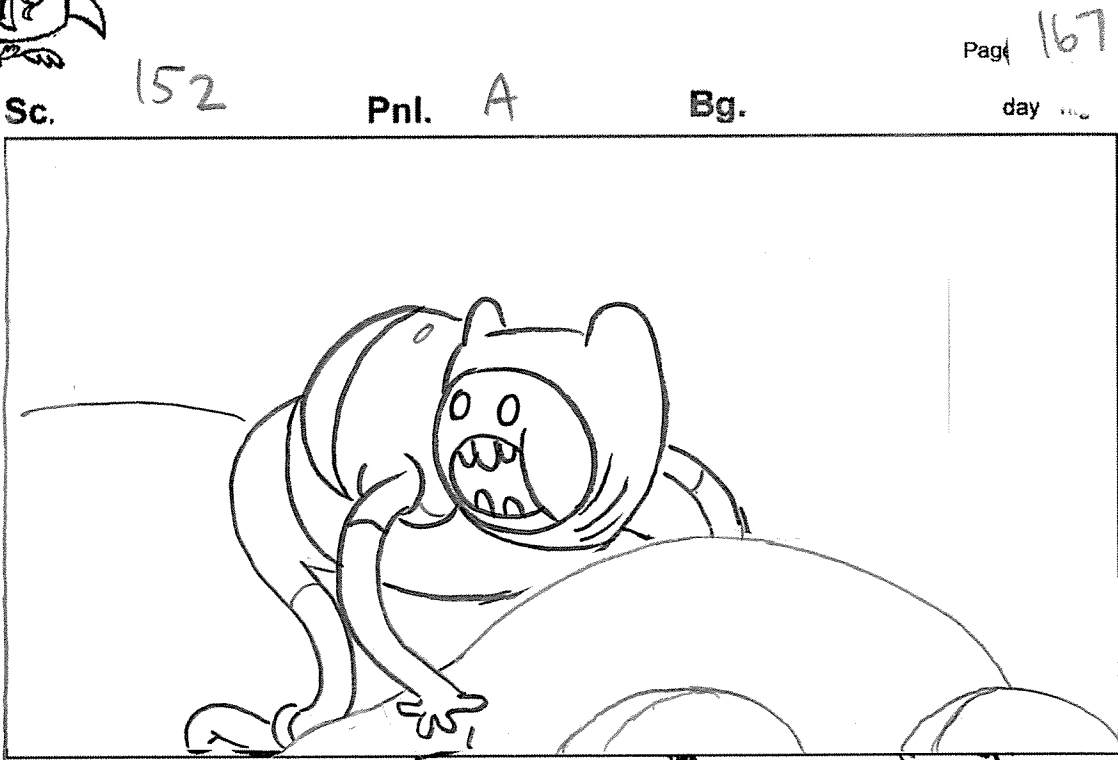
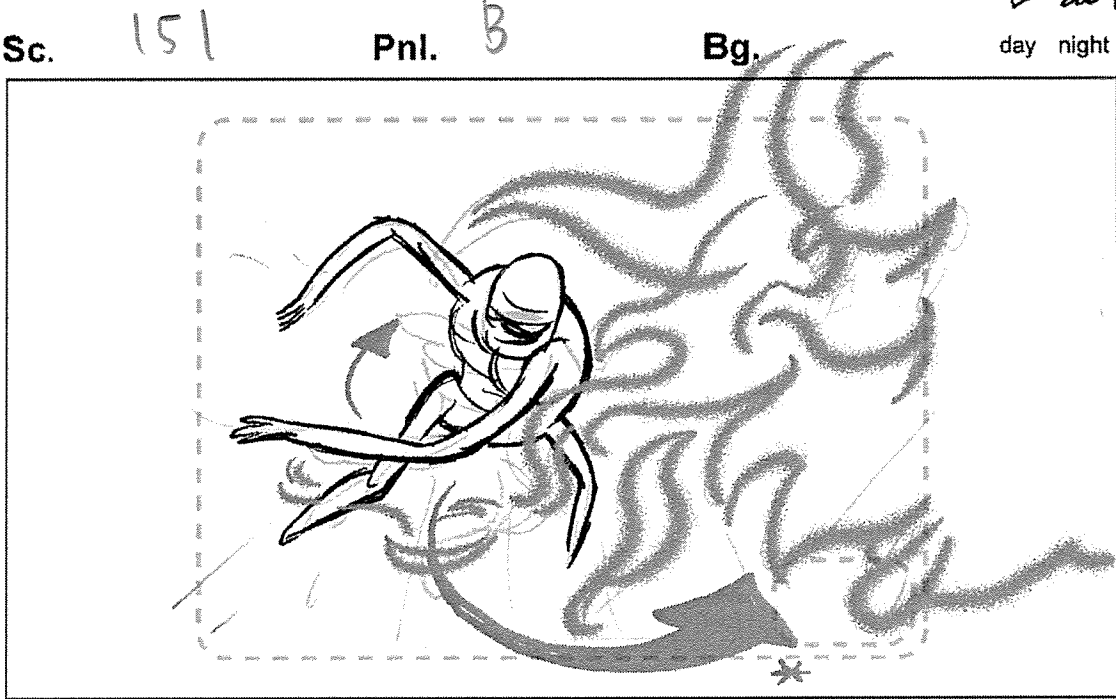
Production :

ADVENTURE TIME



Dialog:
Action: (F looks behind)
Timing:

ADVENTURE TIME



Dialog:	F: Ahhh !!! Fireball !!!
Action:	(s throws fire ball) * FIRE TO CAMERA!
Timing:	

ADVENTURE TIME



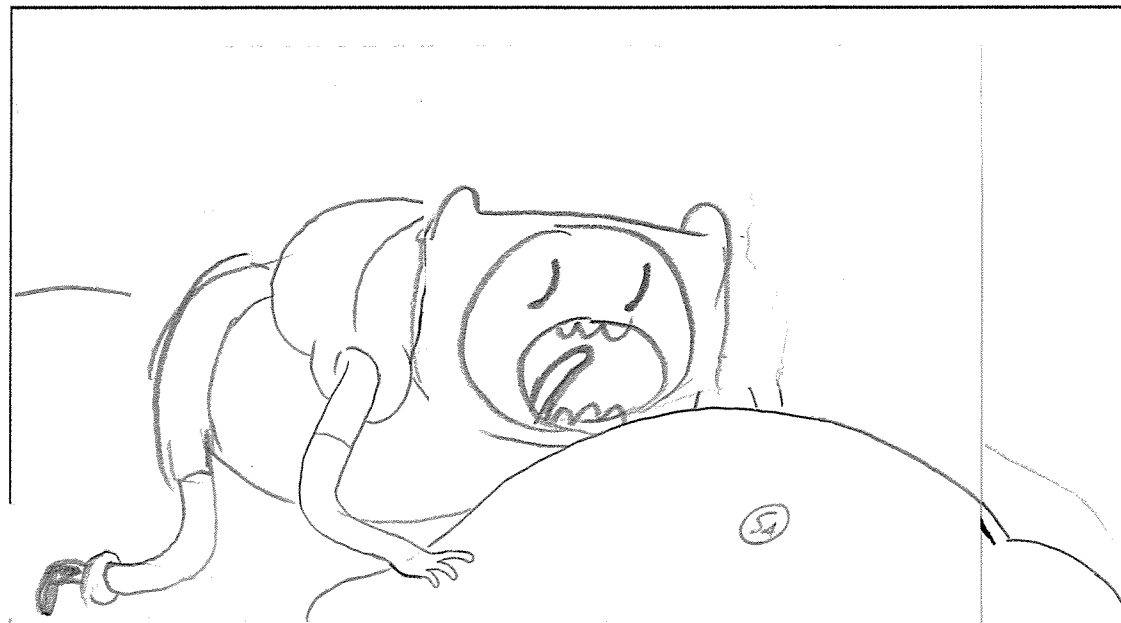
Page 168

Sc. 152

Pnl. B

Bg.

day night

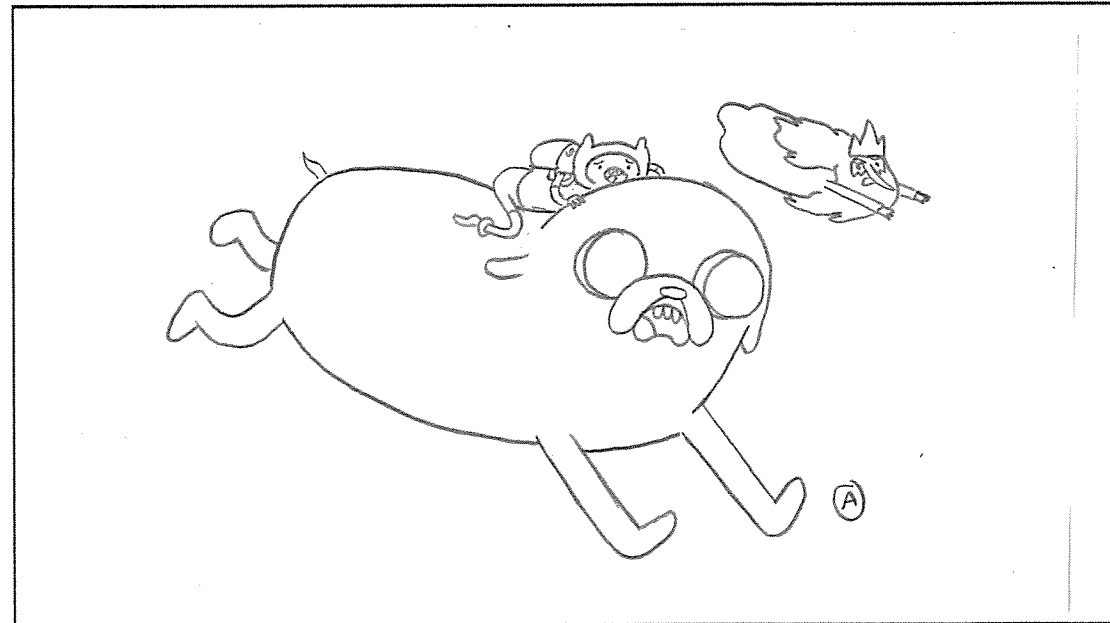


Sc. 153

Pnl. A

Bg.

day night



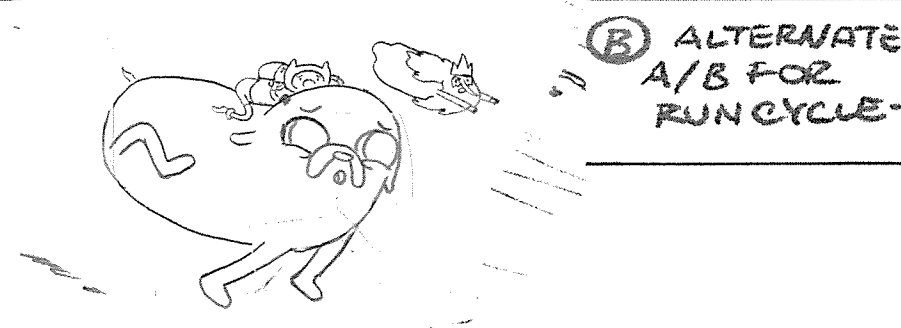
Dialog:

IK: 7
Ru-u-unn!

(J panting)

Action:

Timing:



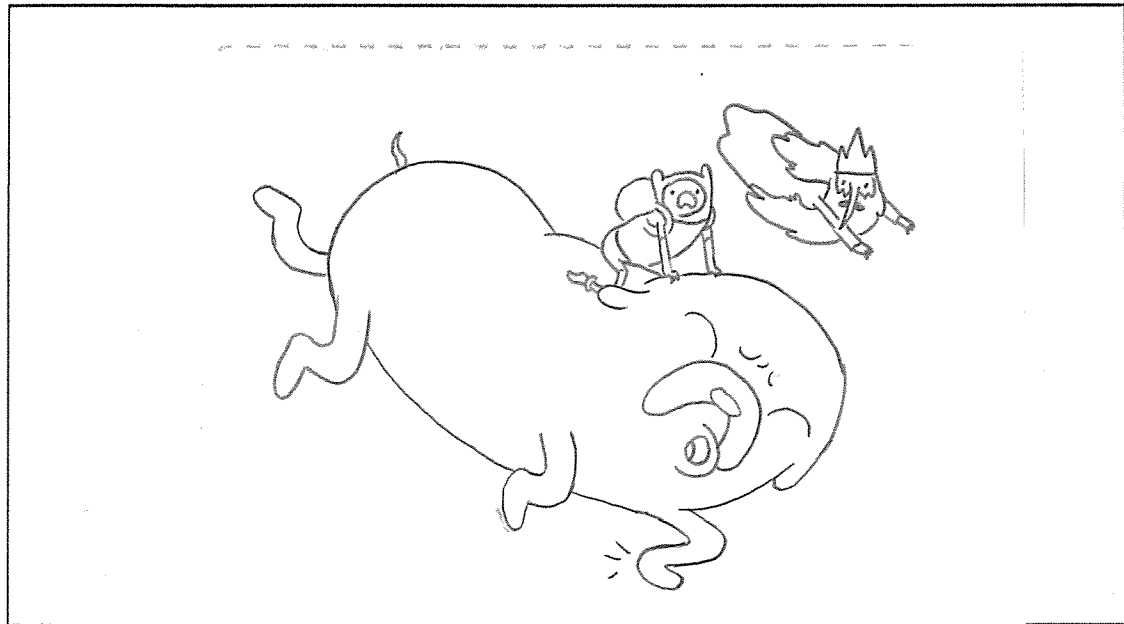
EPISODE # 100855
Production :

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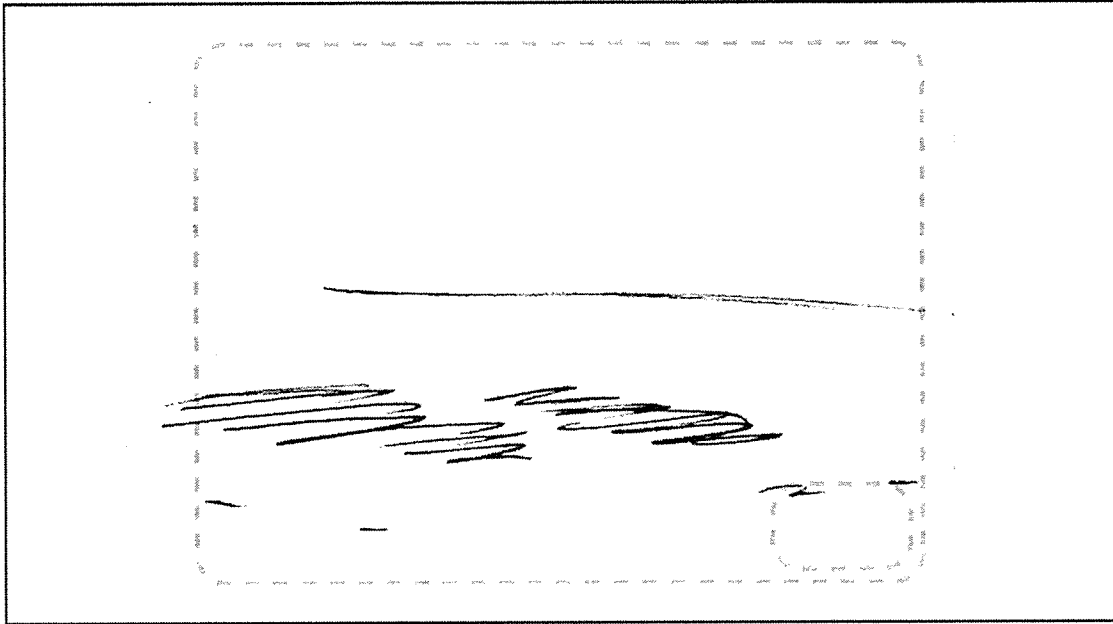
ADVENTURE TIME



Sc. 153 Pnl. B Bg. day night



Sc. 154 Pnl. A Bg. day



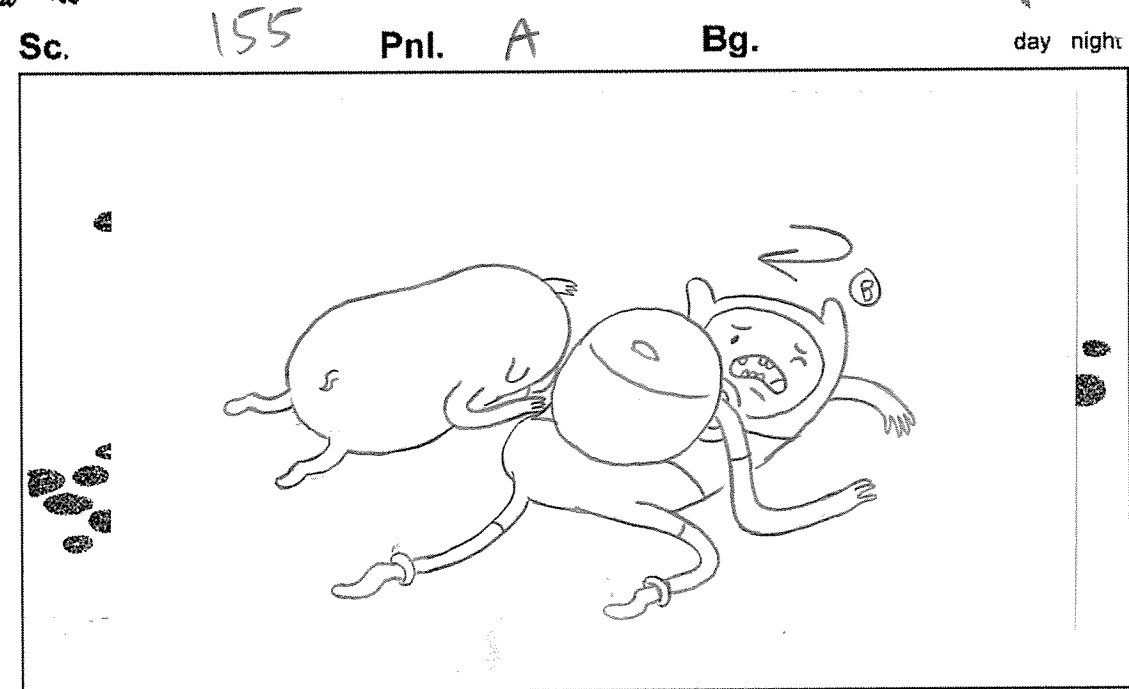
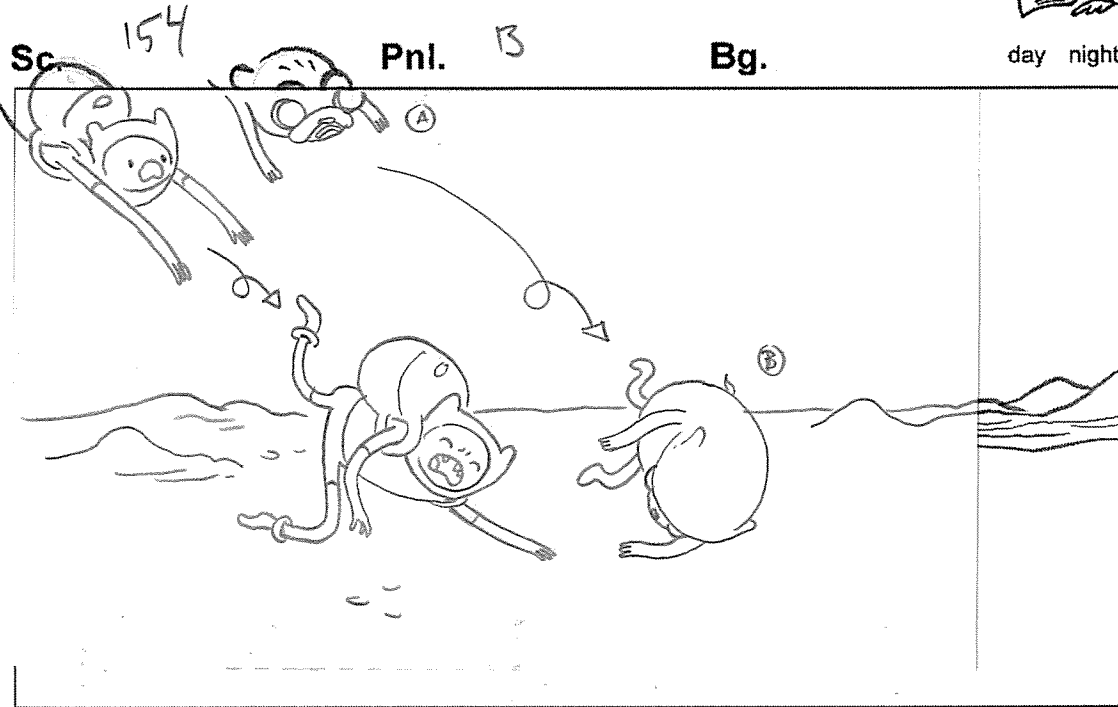
Dialog:	J: oohf!!
Action:	(J trips)
Timing:	

EPISODE # 100855
Production :

ADVENTURE TIME



Page 170



Dialog:

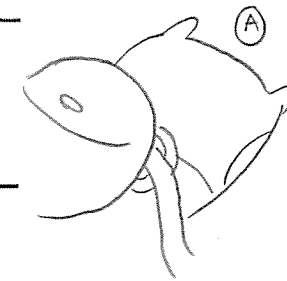
F&J: oohf!

F: Ughh.

Action:

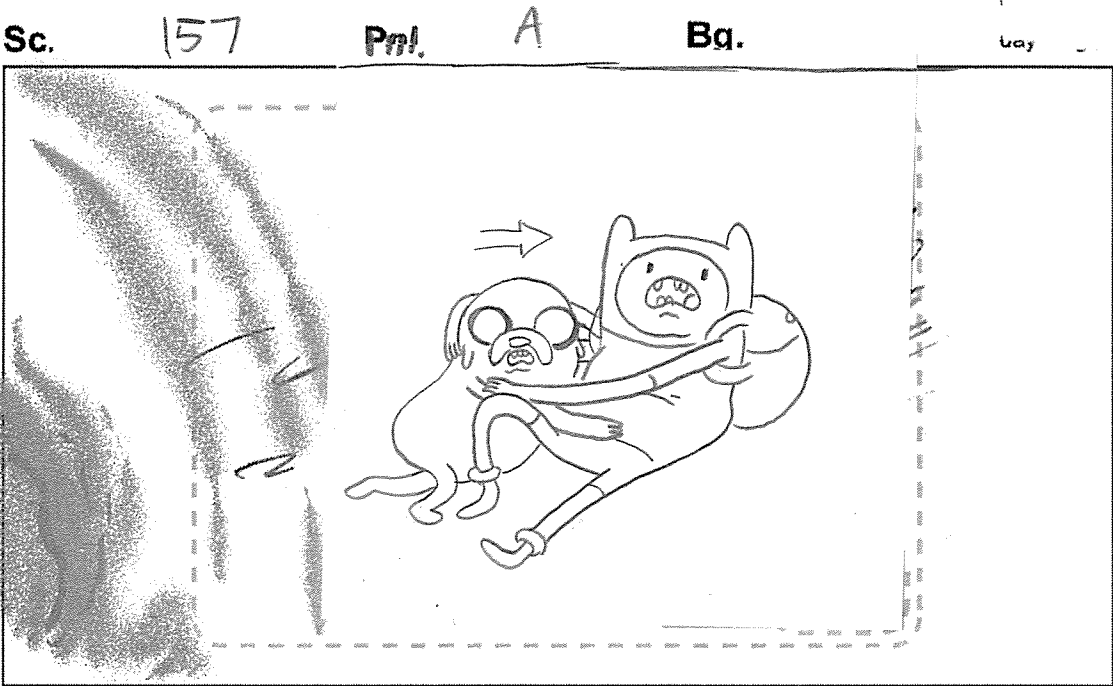
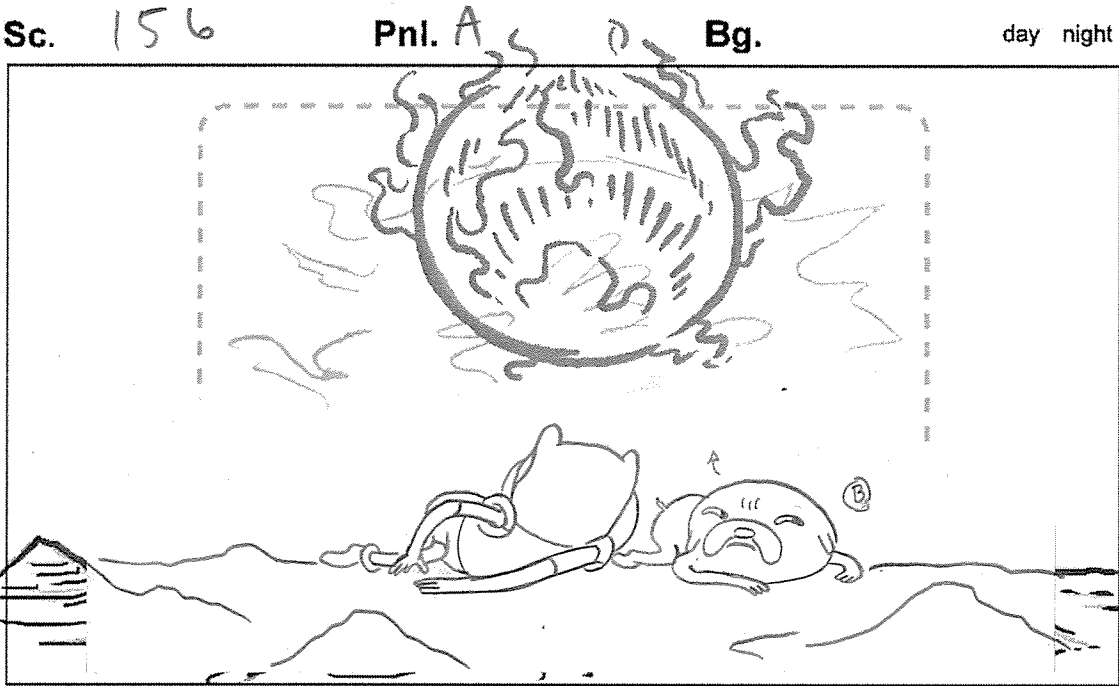


Timing:



EPISODE # 100855

ADVENTURE TIME



Dialog:		
Action:	<p>(Fire ball getting close)</p>	
Timing:		

ADVENTURE TIME

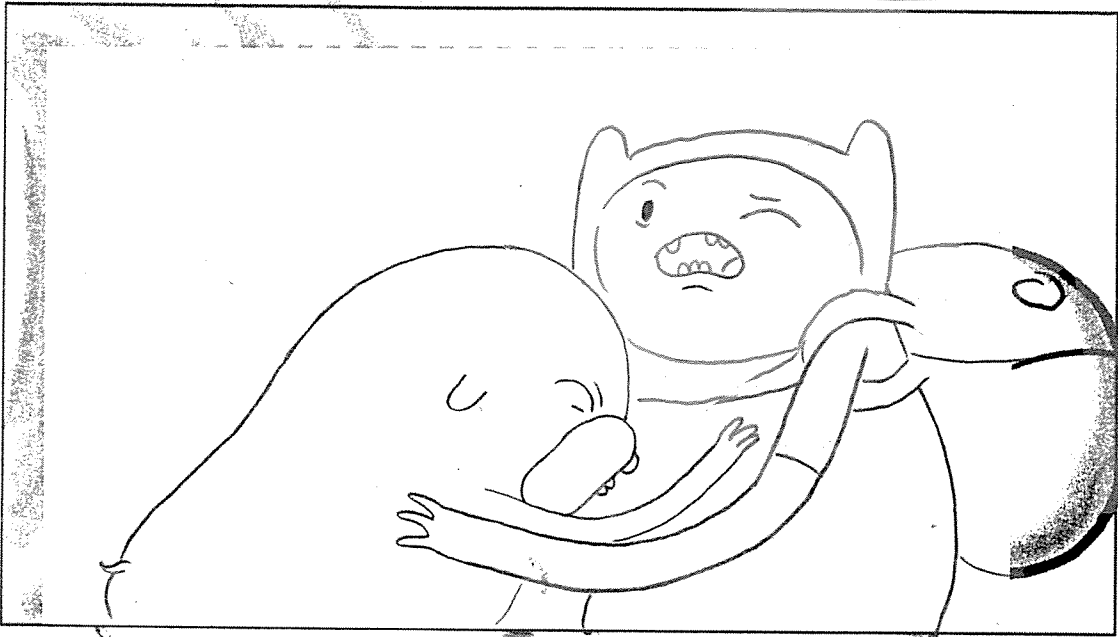


Page 172

Sc. 158 Pnl. A Bg. day night



Sc. 158 Pnl. B Bg. day night



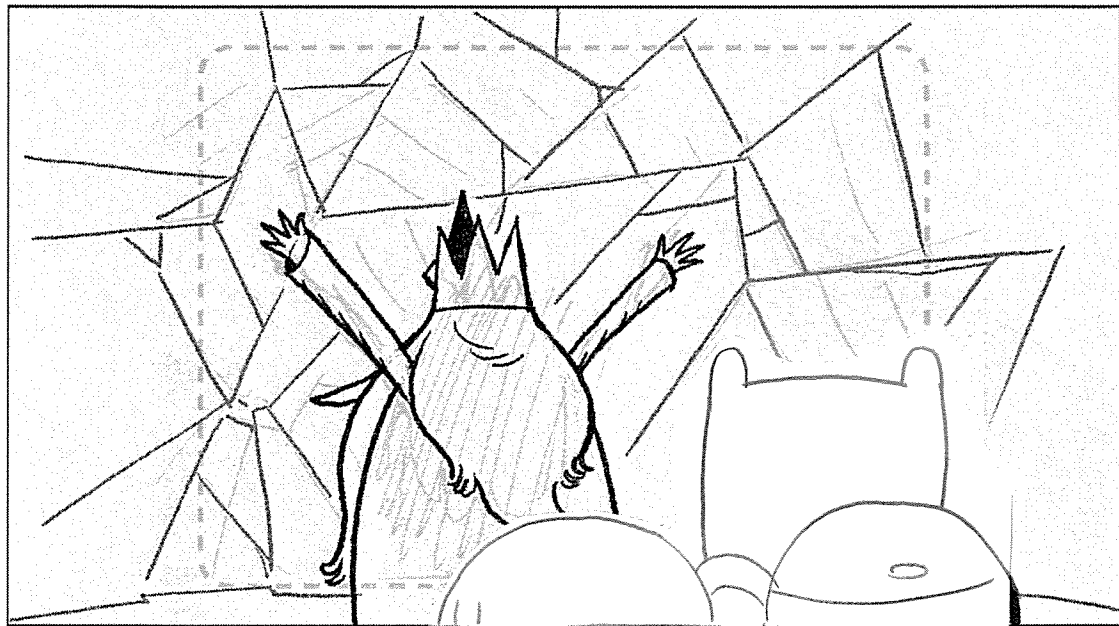
Dialog:	(sound: ice freezing)
Action:	
Timing:	

EPISODE # 100855
Production :

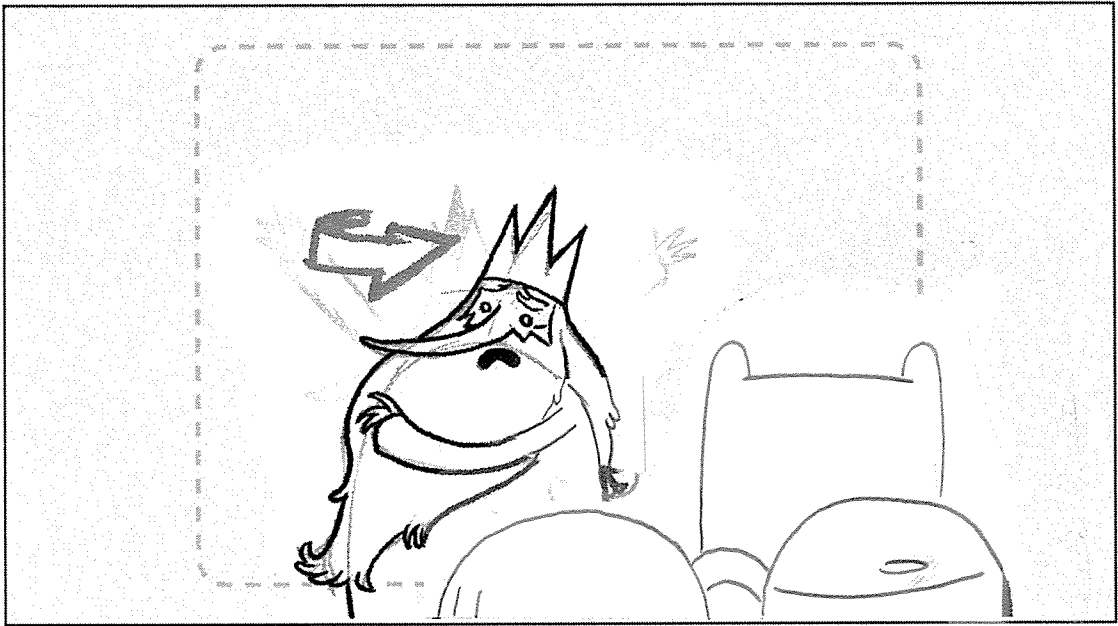
ADVENTURE TIME



Sc. 159 Pnl. A Bg. day night



Sc. 159 Pnl. B Bg. day night



Dialog:	IK: You alive??
Action:	(Ik built ice dome)
Timing:	

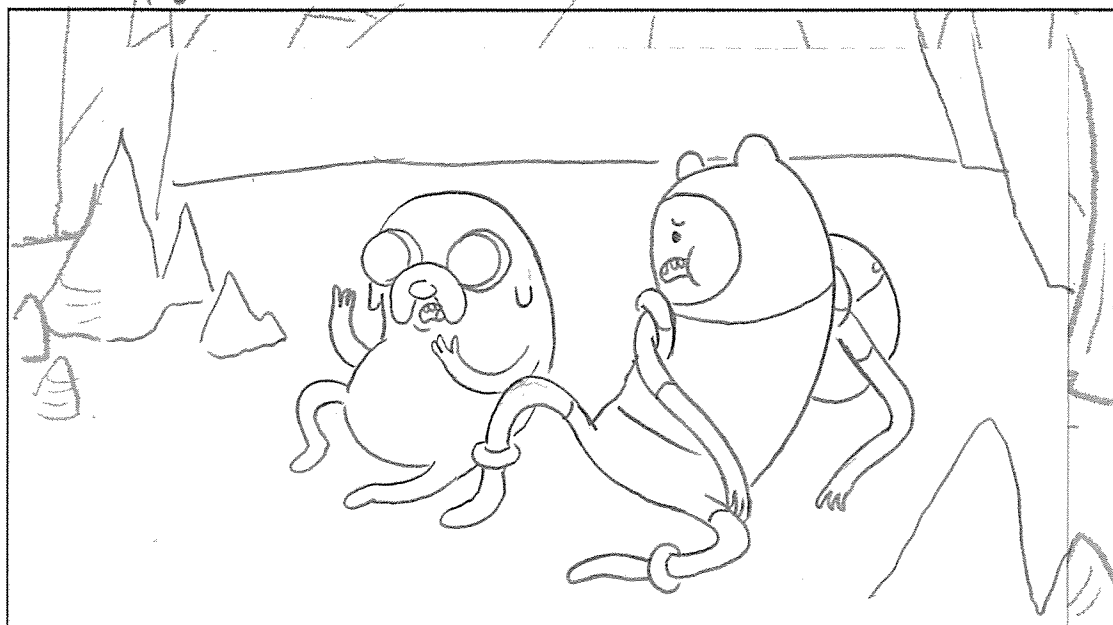
ADVENTURE TIME



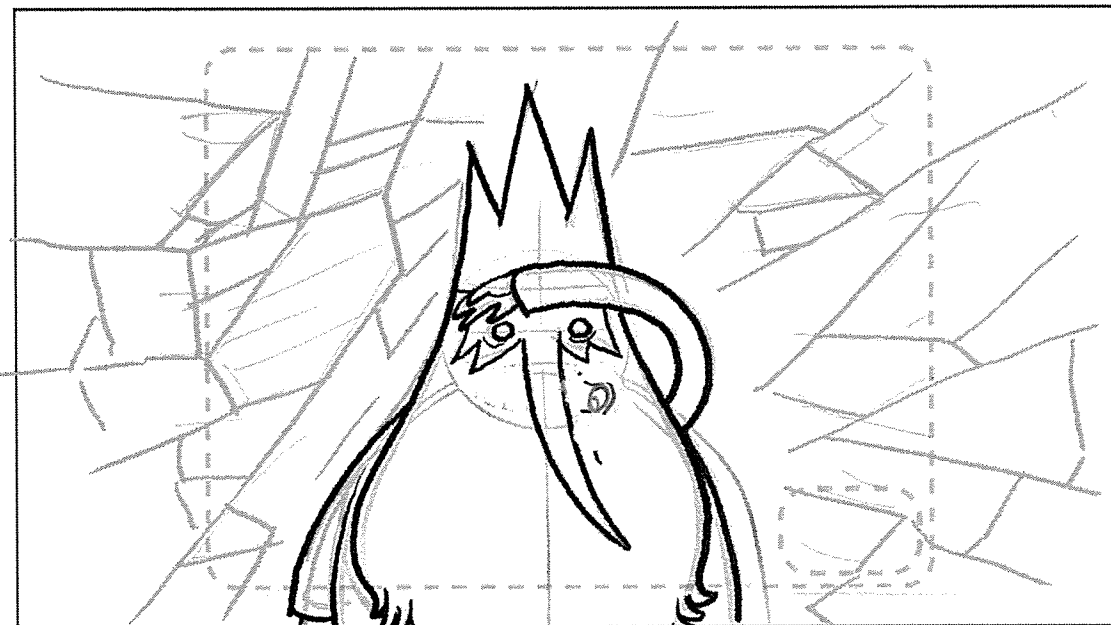
Page

174

Sc. 160 Pnl. A Bg. day night



Sc. 161 Pnl. A Bg. day night



Dialog:

J: Uhh.. I think
so...

IK: Phew...
That was close...
hehe...

Action:

Timing:



Production :

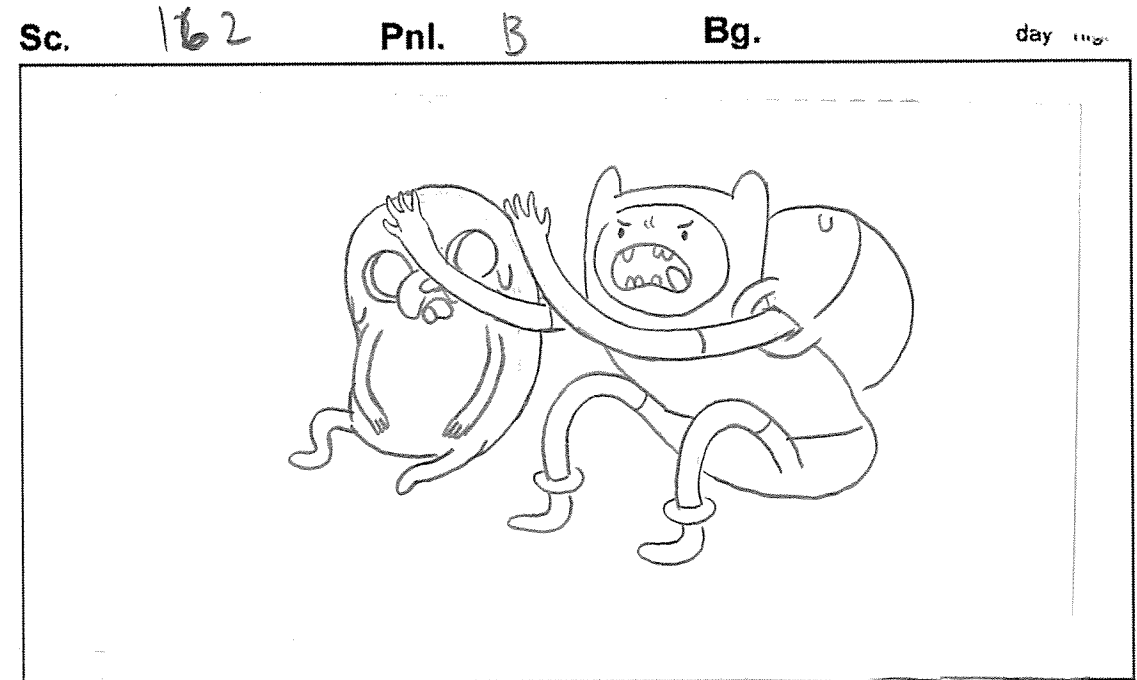
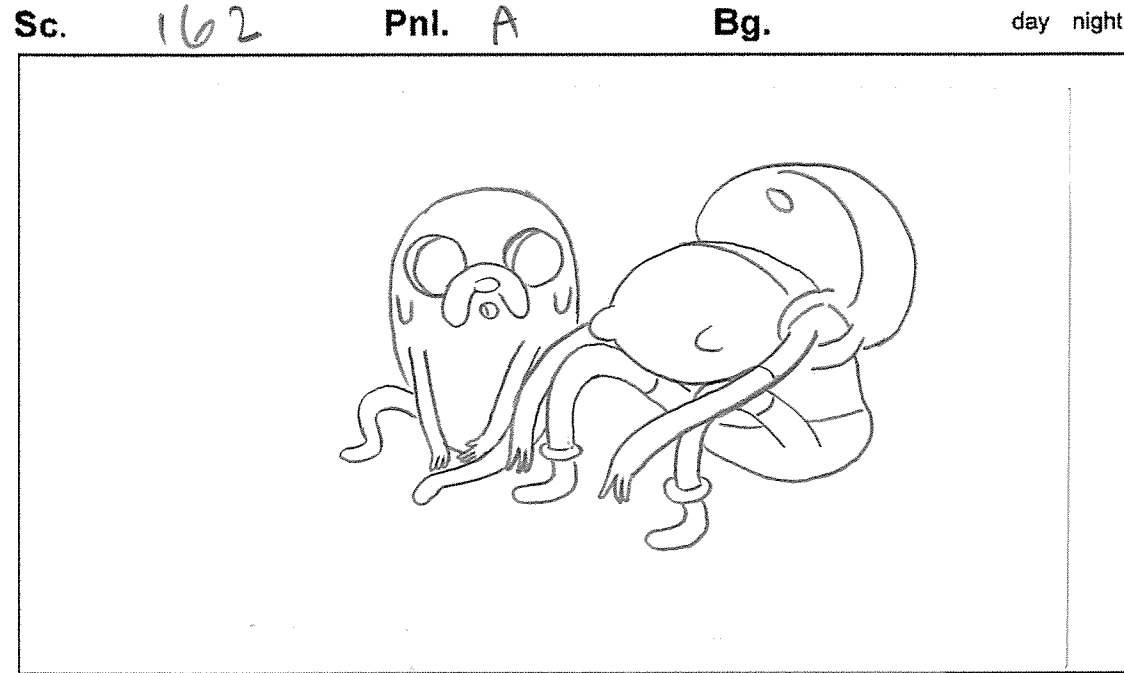
EPISODE #

100855

ADVENTURE TIME



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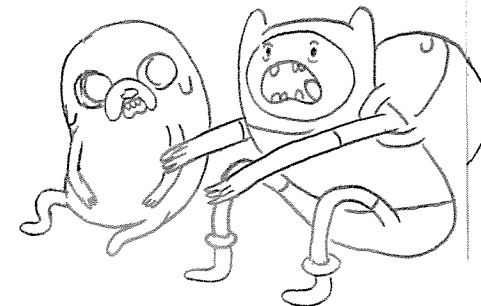
Dialog:

F: Greez —

F: What were you
thinking Ice
King !!

Action:

Timing:



EPISODE # 100855

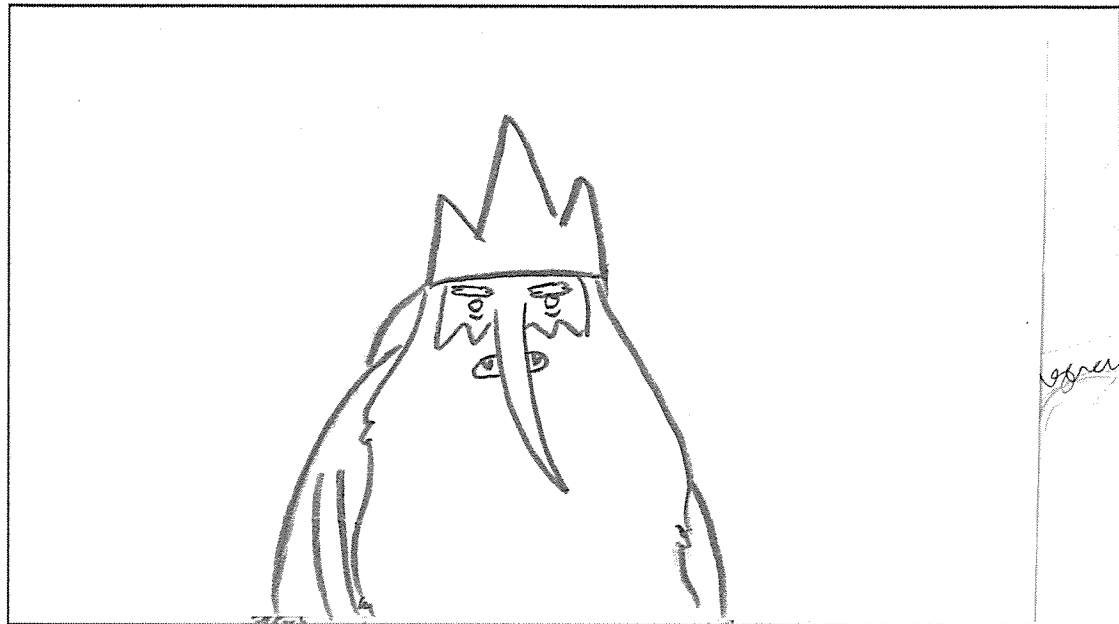
Production :

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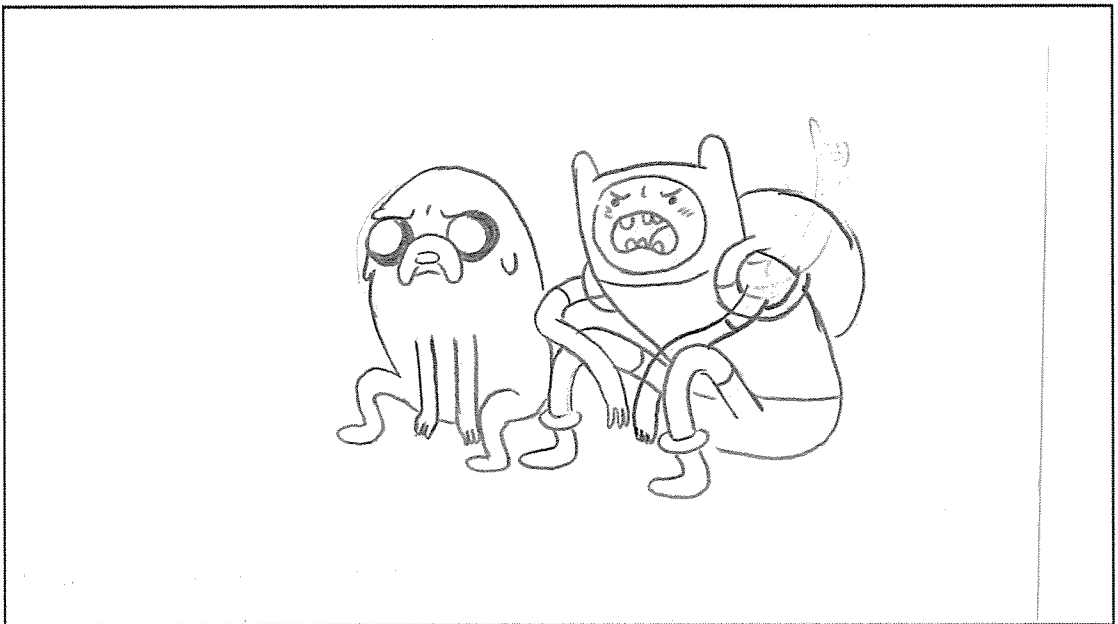
ADVENTURE TIME



Sc. 163 Pnl. A Bg. day night



Sc. 164 Pnl. A Bg. day night



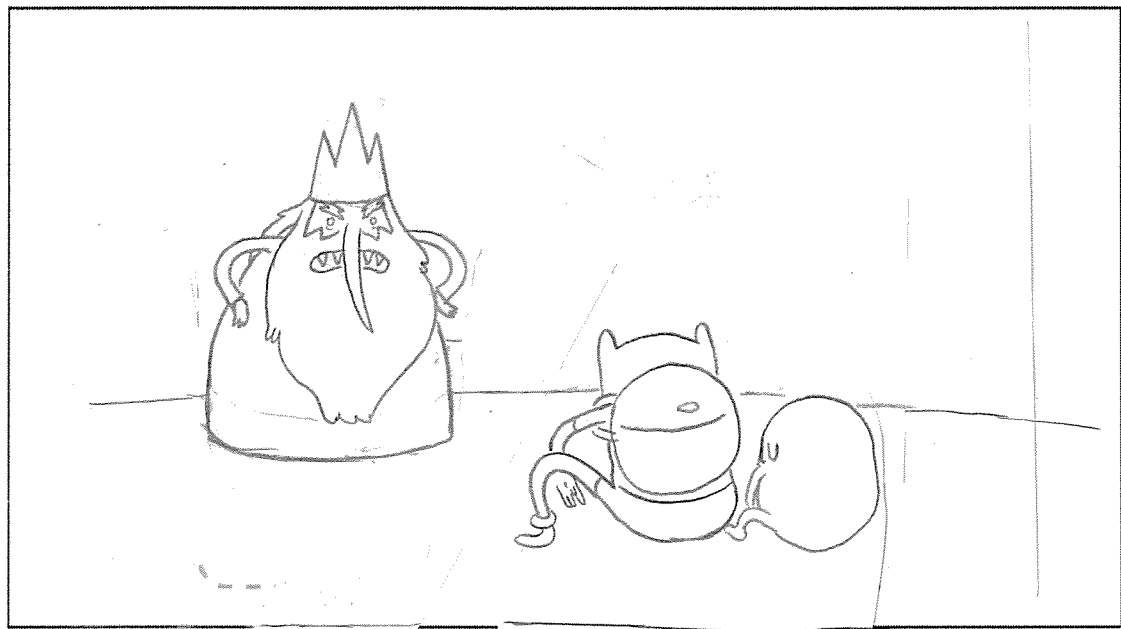
Dialog:	IK: What do you mean?	F: We almost died because of you !!
Action:	* IK SCRATCHES HIS CROWN IN CONFUSION ~.	
Timing:		

EPISODE # 100855
Production :

ADVENTURE TIME



Sc. 165 Pnl. A Bg. day night

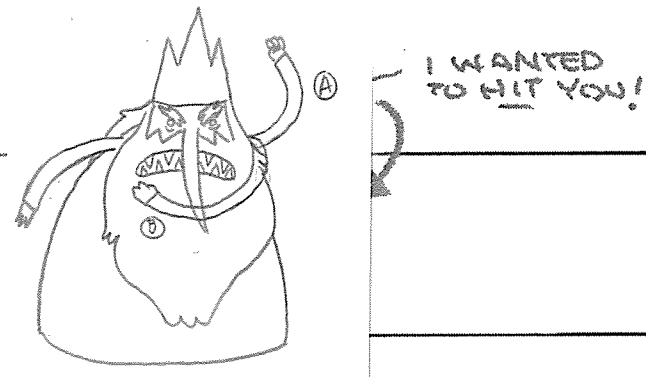


Dialog: IK: Well.. You grounded me and I was mad!
I wanted to hit you!

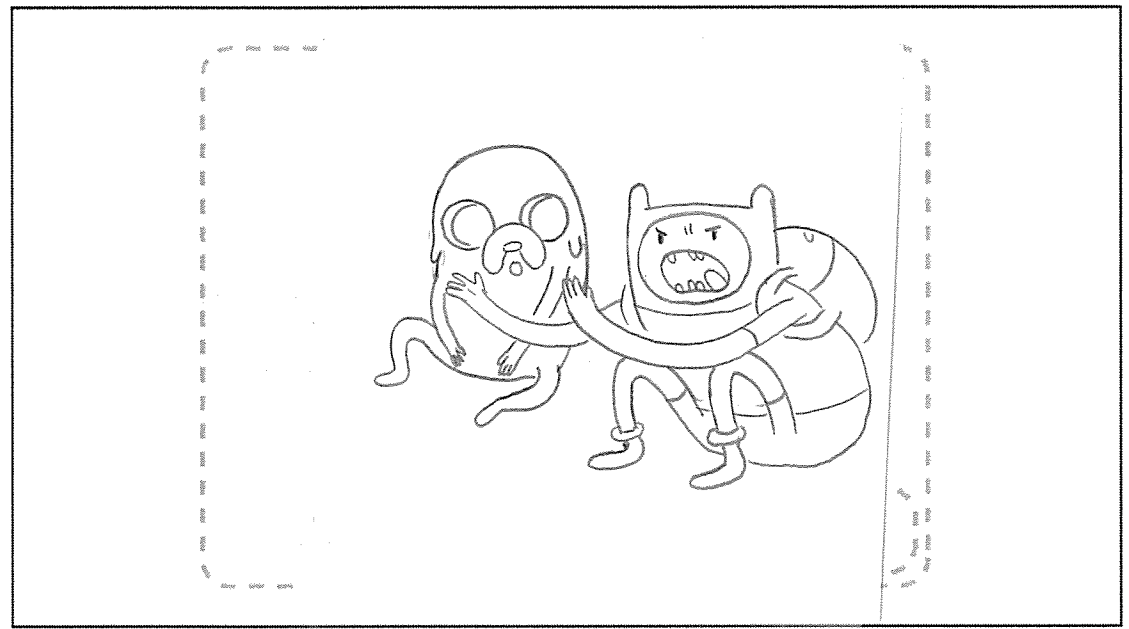
F: That doesn't mean you can go hire a psycho killer to hit people!!!

Action:

Timing:



Sc. 166 Pnl. A Bg. day night



EPISODE # 100855

Production :

ADVENTURE TIME



Sc. 167 Pnl. A Bg. day night

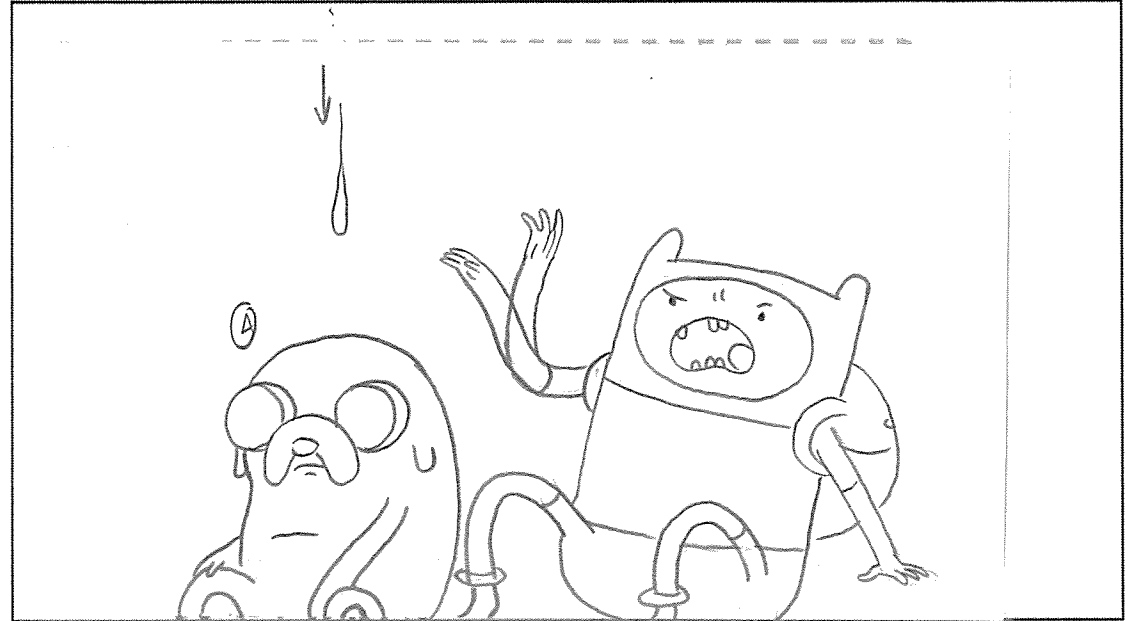


Dialog: IK: I was grounded!!
how am I supposed
to hit you when I
can't leave the castle
!!!

Action: POSE (B) ON "WHEN I CAN'T
LEAVE THE CASTLE!!!"

Timing:

Sc. 168 Pnl. A Bg. day night



F: Dude ..
you're not making
any sense ..

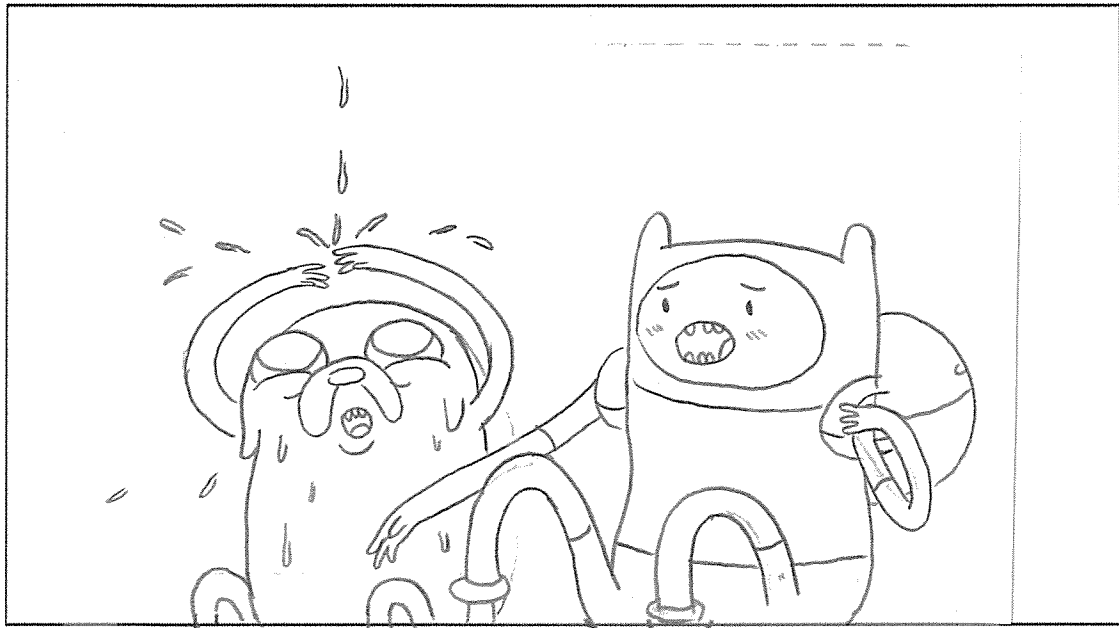


EPISODE # 100855
Production :

ADVENTURE TIME



Sc. 168 Pnl. B Bg. day night

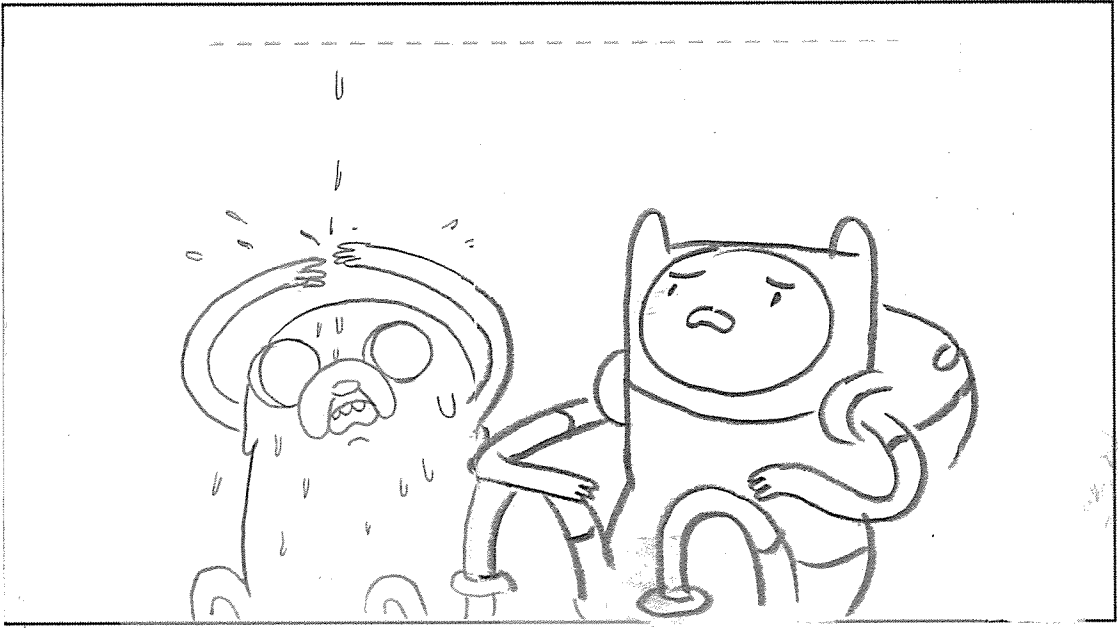


Dialog: J: Uhh... hey guys
I don't think this ice
dome is gonna last long

Action:

Timing:

Sc. 168 Pnl. C Bg. day night



F:
What do we do !!

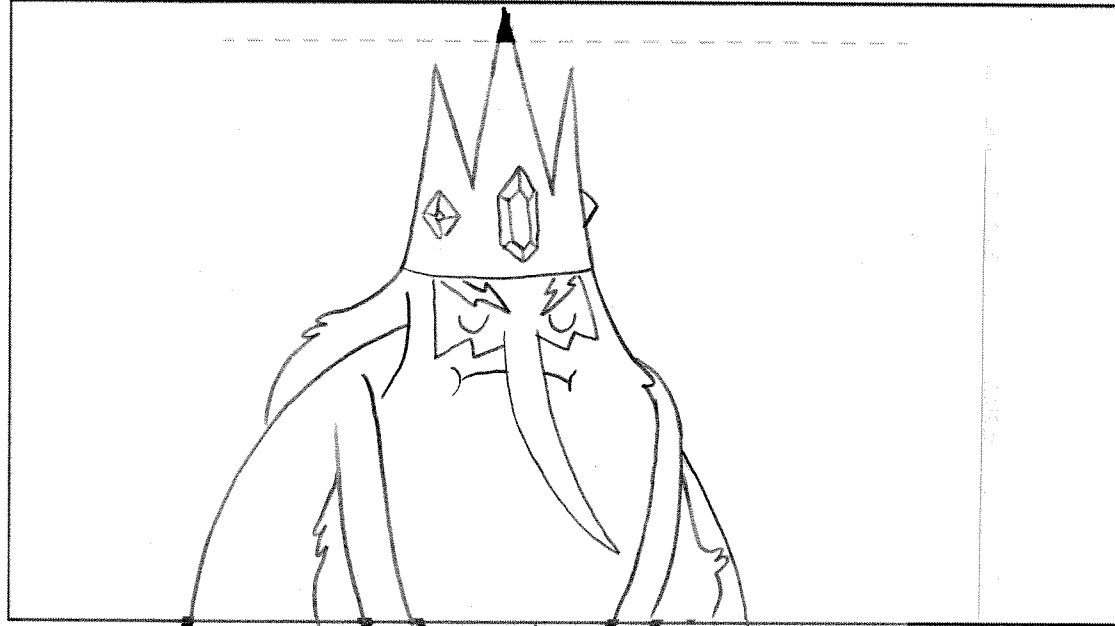
EPISODE # 100855
Production :

ADVENTURE TIME

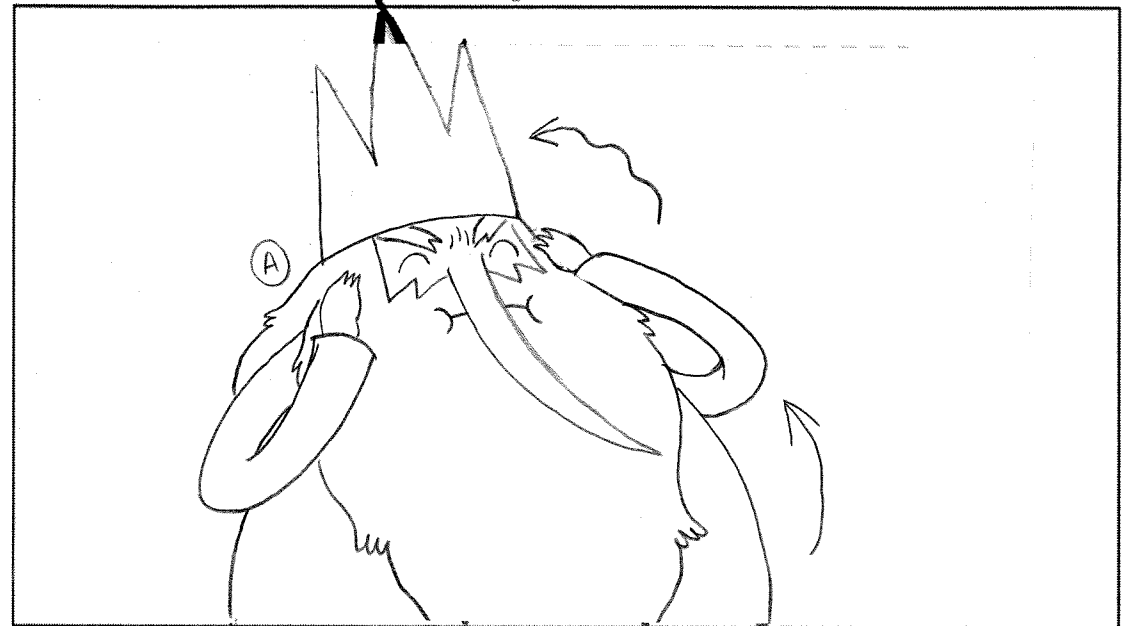


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Sc. 169 Pnl. A Bg. day night



Sc. 169 Pnl. B Bg. day night



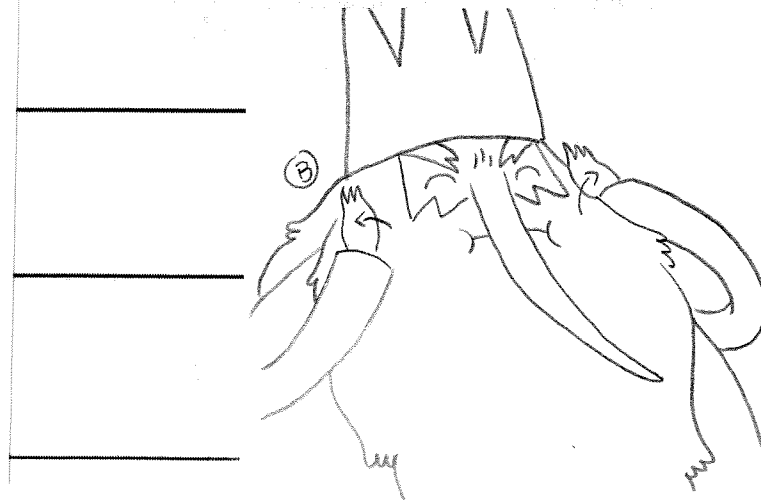
Dialog:

IK: ...H m m ...

Action:

Timing:

IK: m m m ...



<CYCLE (A) + (B)>

EPISODE #

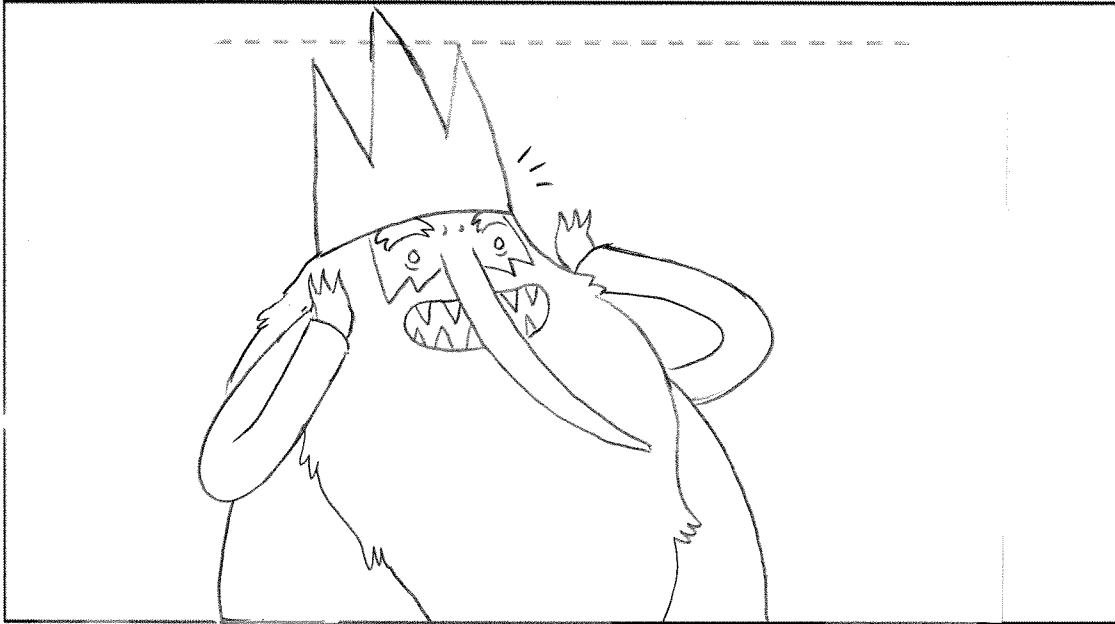
100855

Production :

ADVENTURE TIME



Sc. 169 Pnl. C Bg. day night



Sc. 169 Pnl. D Bg. day night



Dialog:	IK: : GOT IT !
Action:	
Timing:	

EPISODE # 100855
PRODUCTION

ADVENTURE TIME



Sc. 170 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:	
Action:	
Timing:	

OUT

EPISODE # 100855

Production :

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ADVENTURE TIME



Sc. 171 Pnl. A Bg. day night

Sc. 172 Pnl. A Bg. day night

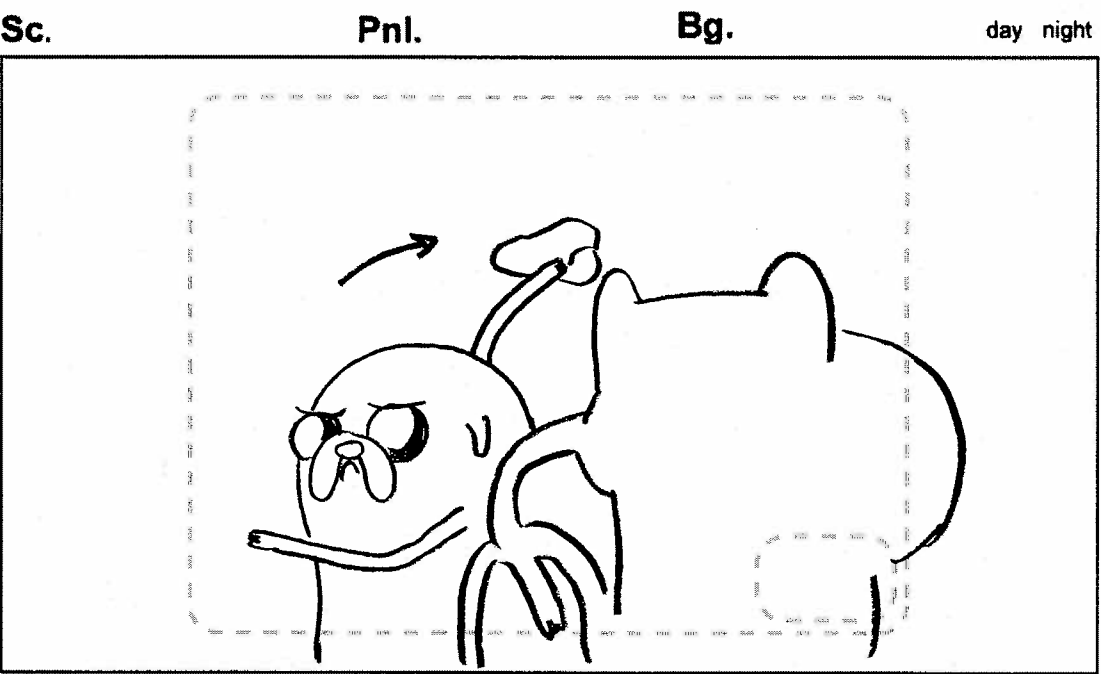
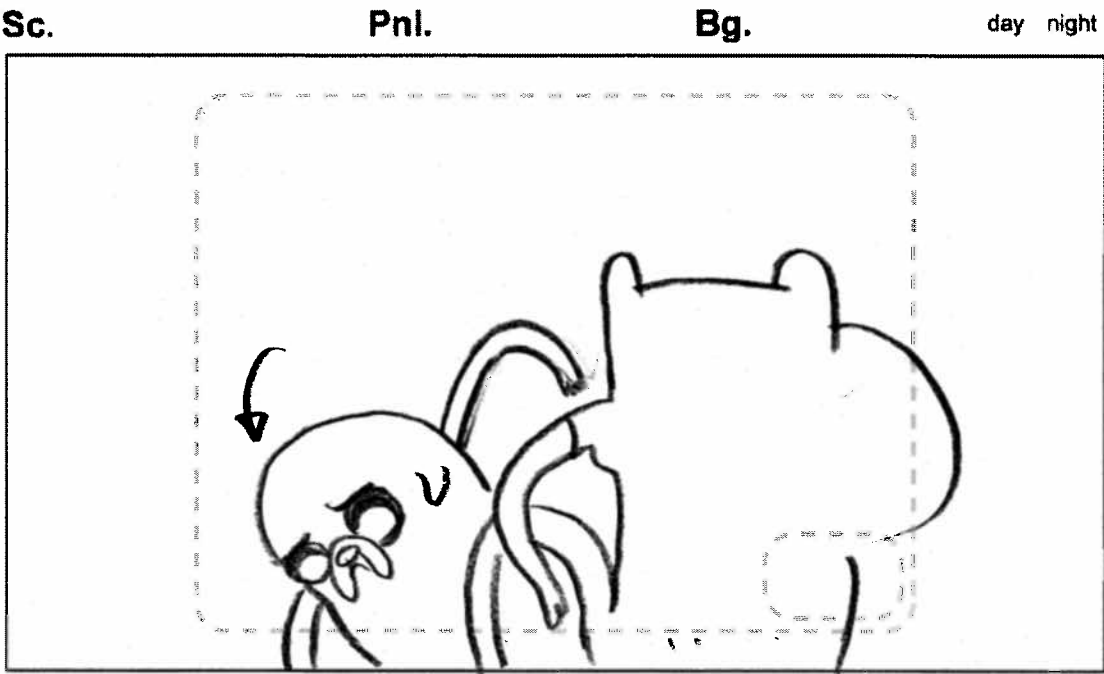
Dialog:	IK: I'm GONNA KILL YOU GUYS!
Action:	
Timing:	

J: Hey!! I'll kill you!!	ON: !!

EPISODE # 100855
Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

Jake Reaches down

PULLS UP A ROCK.

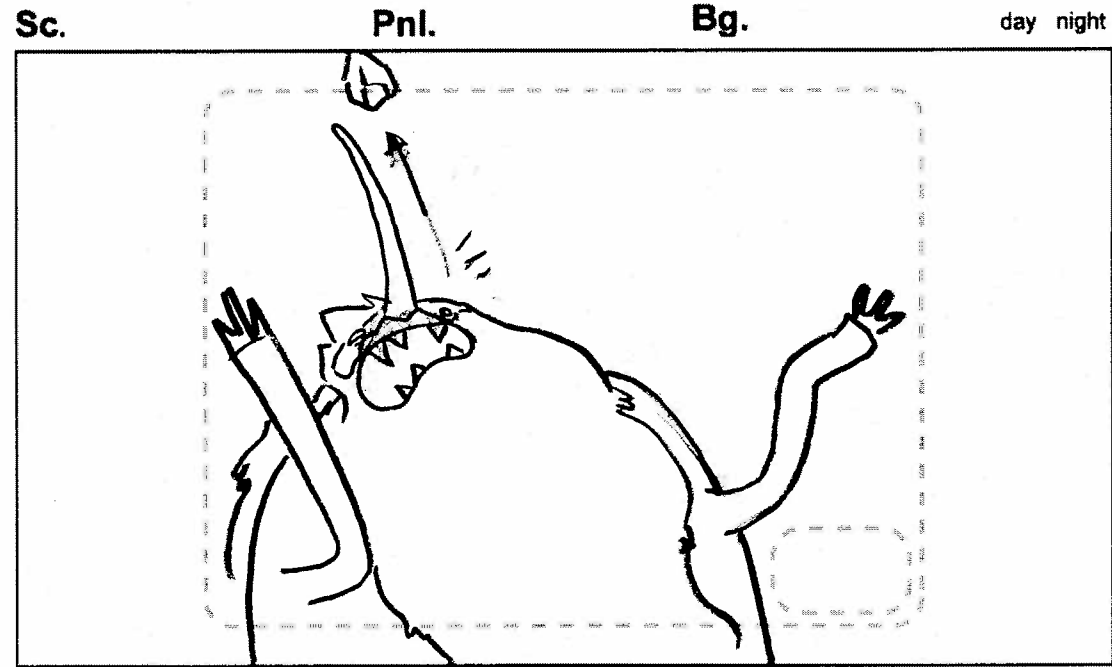
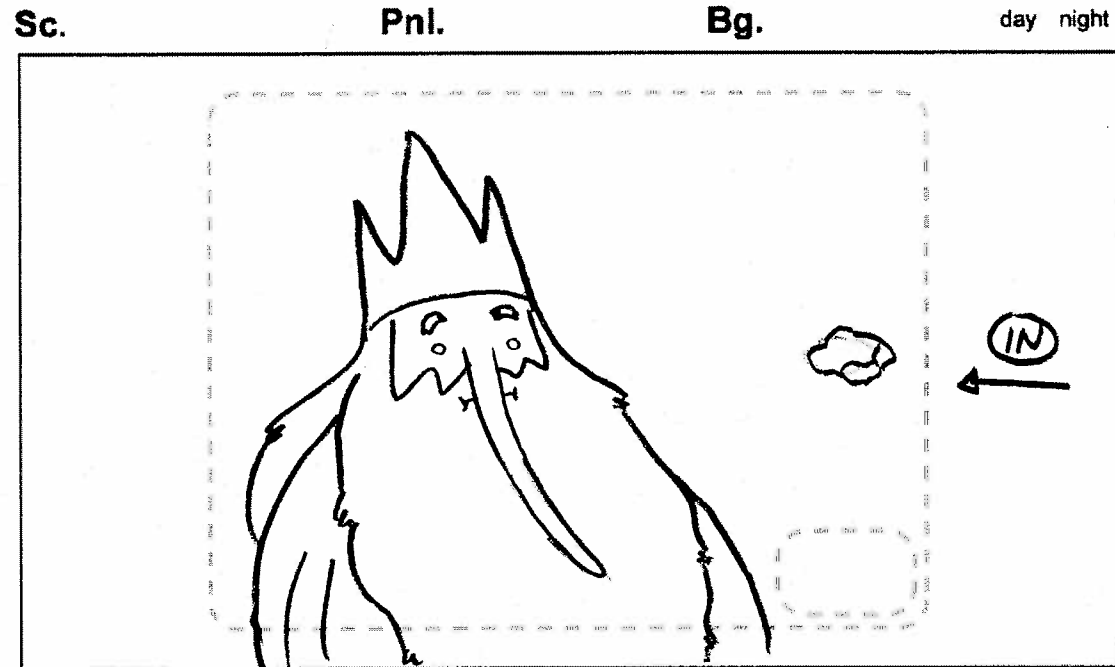
EPISODE # 100855
Production :

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ADVENTURE TIME



Page 1836



Dialog:

J: (O.S.) RAH!

IK: AH!

Action:

ROCK FLIES IN SUPERFAST

BOUNCES OFF IK'S HEAD

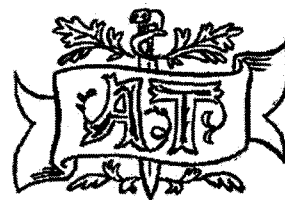
Timing:

100855

EPISODE #

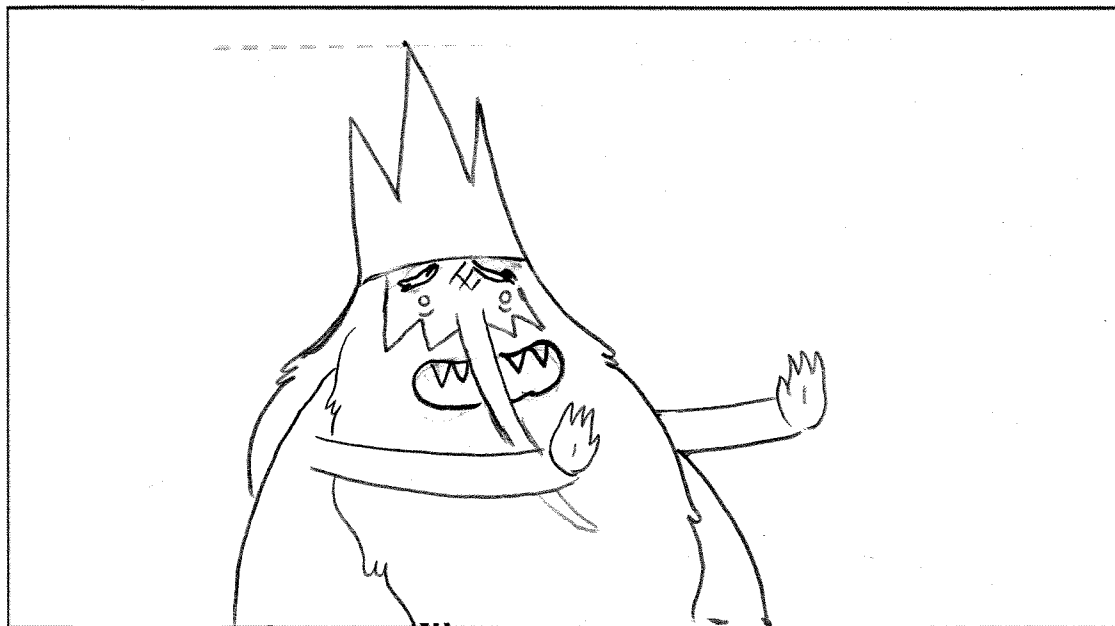
Production :

ADVENTURE TIME

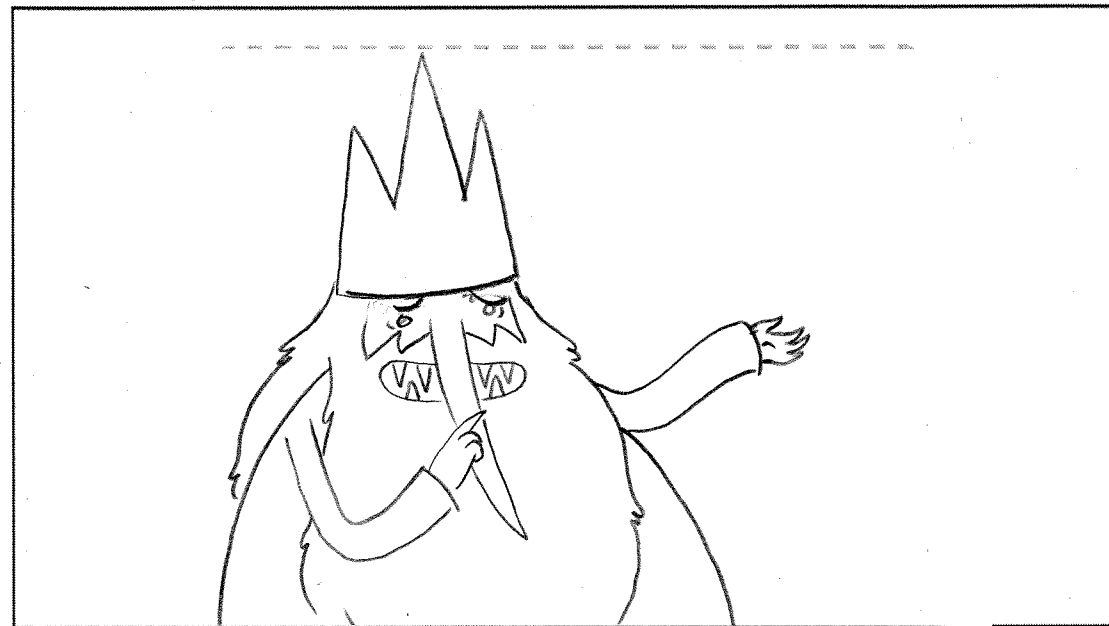


Page 184

Sc. 173 Pnl. A Bg. day night



Sc. 173 Pnl. B Bg. day night



Dialog:

IK: NO, WAIT A MINUTE, YOU
TWO!

Action:

Timing:

IK: I won't ACTUALLY
kill you... I'm just
gonna lower your body
temperatures... SO YOU
SEEM DEAD!!



SO
YOU
SEEM
DEAD!

Production :

EPISODE #

100855

ADVENTURE TIME



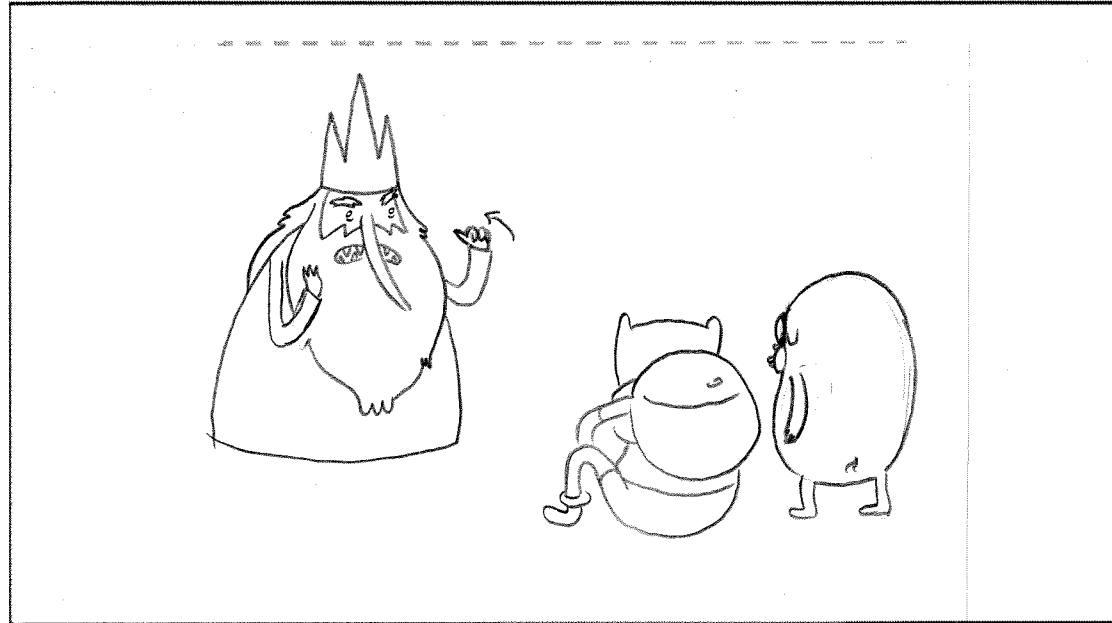
Pt 185

Sc. 174

Pnl. A

Bg.

day night

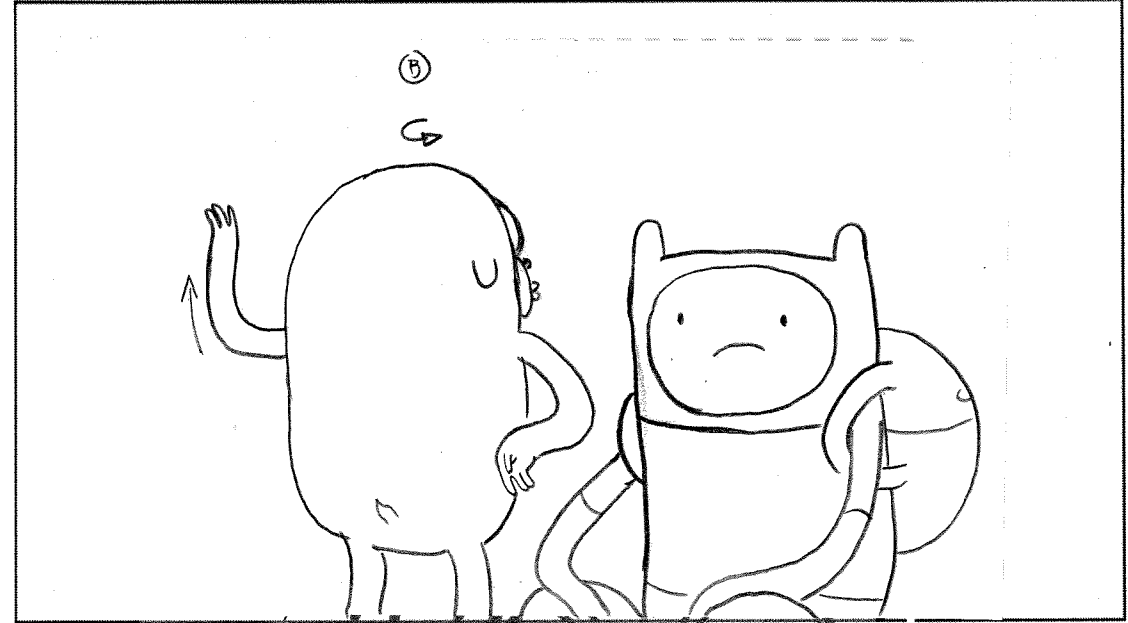


Sc. 175

Pnl. A

Bg.

day night



Dialog:

IK: and AFTER we fool
that fool outside.
I'll warm you up!!
Good as new...

Action:

Timing:

(A)



J: NO WAY MAN, you already
messed up enough stuff,
you'll probably kill us, too.

EPISODE #

100855

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ADVENTURE TIME



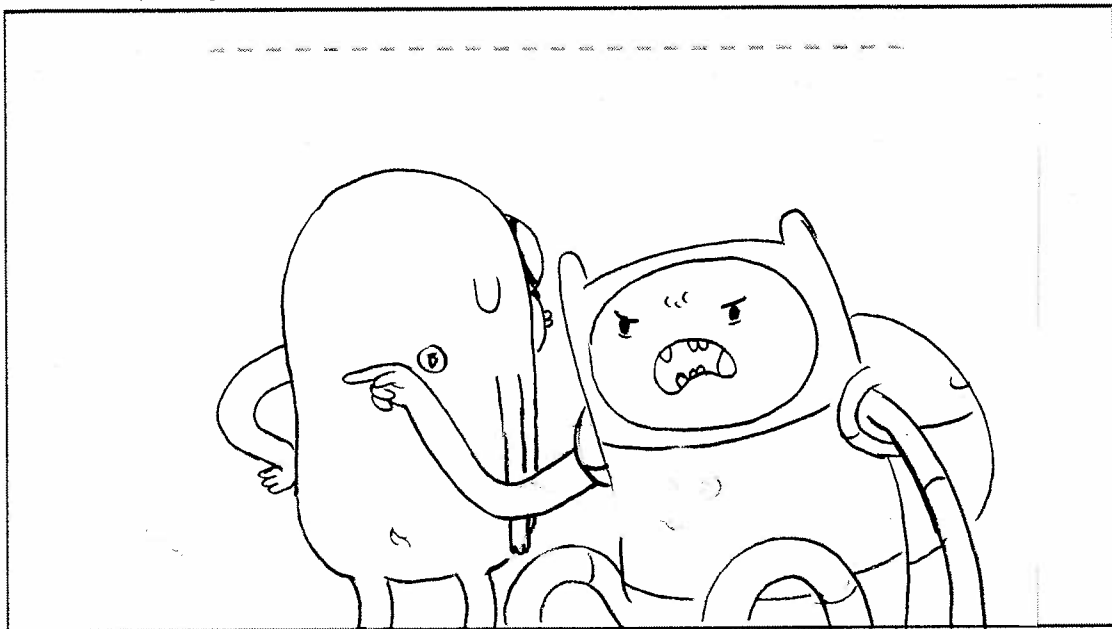
Page 186

Sc. 175

Pnl. B

Bg.

day night



Dialog:

F: YAH, WE DON'T
TRUST YOU!

Action:

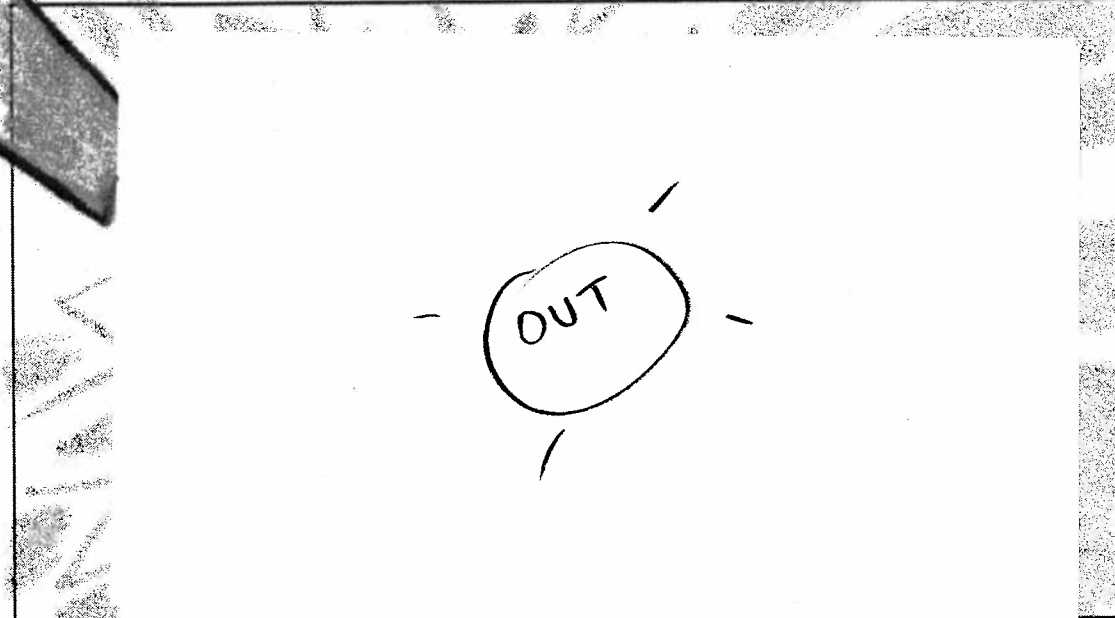
Timing:

Sc. 175

Pnl. C

Bg.

day night



ZAPW!

Production :

EPISODE #

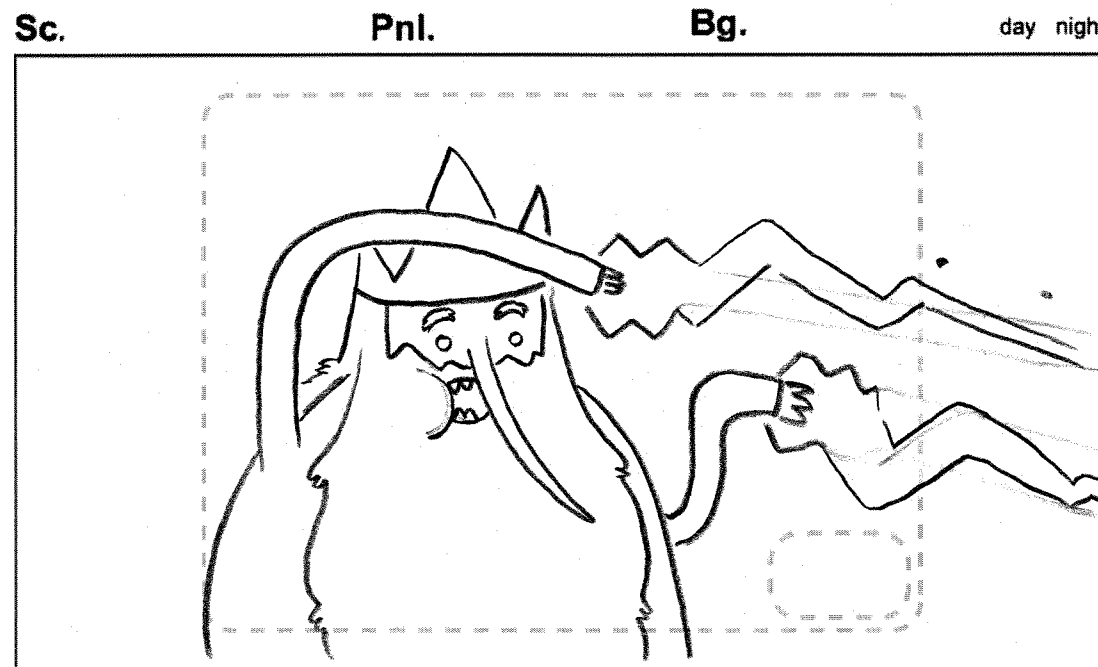
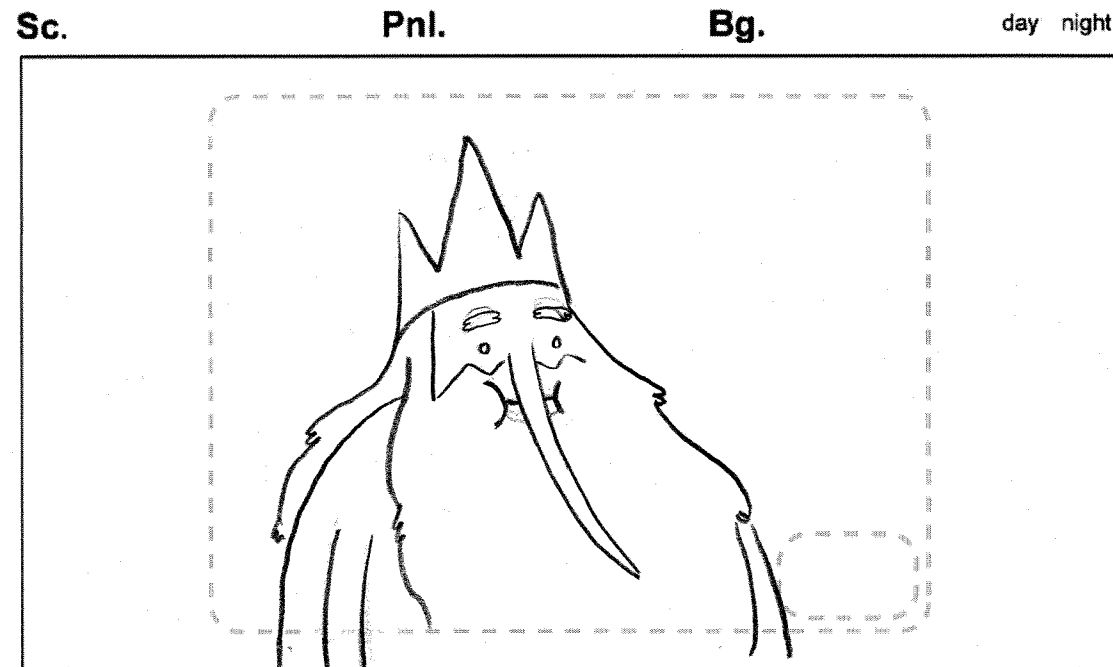
100855

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ADVENTURE TIME



Page 186A



Dialog:

BEAT

IK: ZAP!

Action:

Timing:

100855

EPISODE #

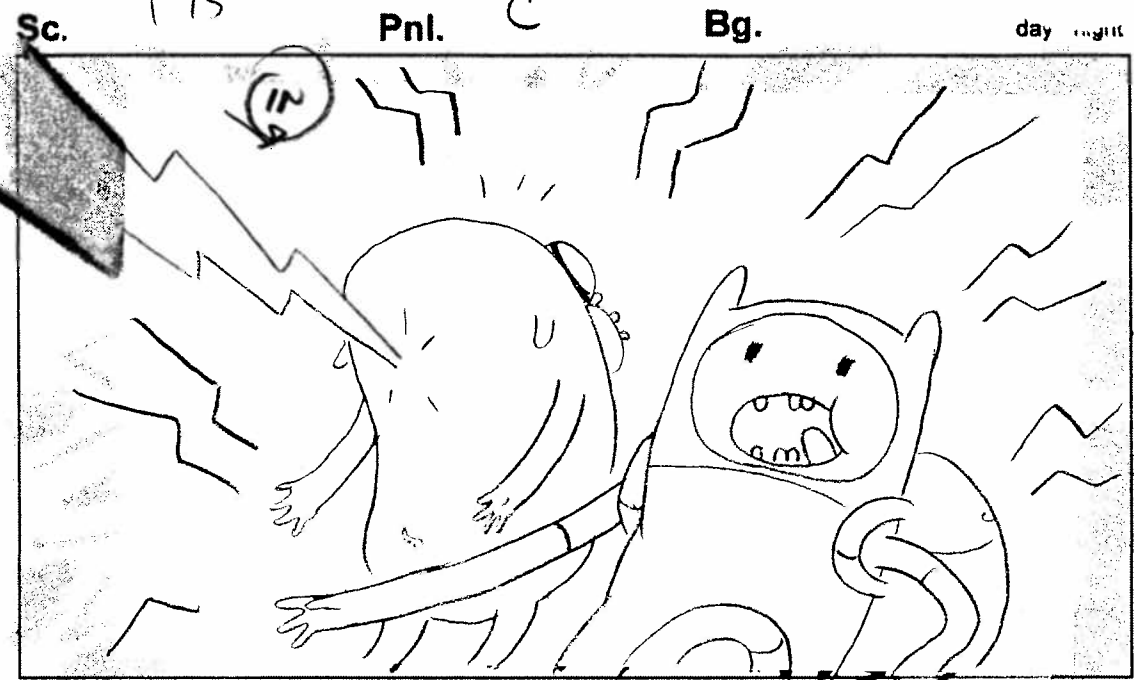
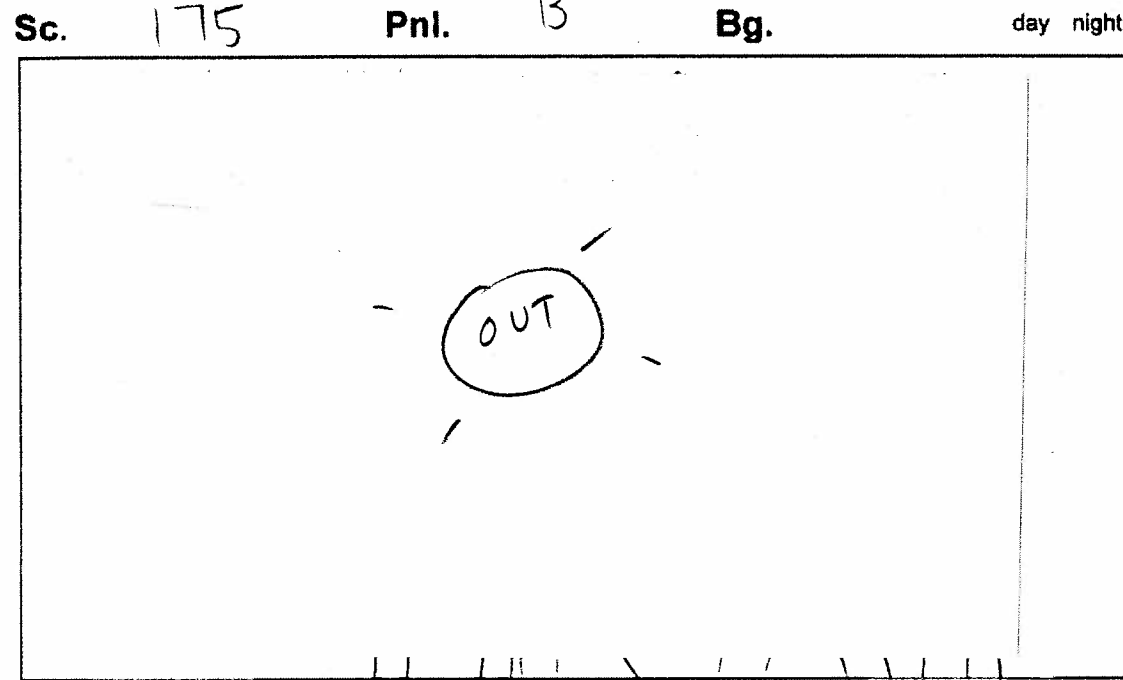
Production :

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ADVENTURE TIME



Page 186B



Dialog:

Action:

Timing:

OUT

F+J: AAAAA!

EPISODE #

100353

Production :

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ADVENTURE TIME



Page 186C

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action: ICE FORMS AROUND FINN + JAKE.
Timing:

100855

EPISODE #

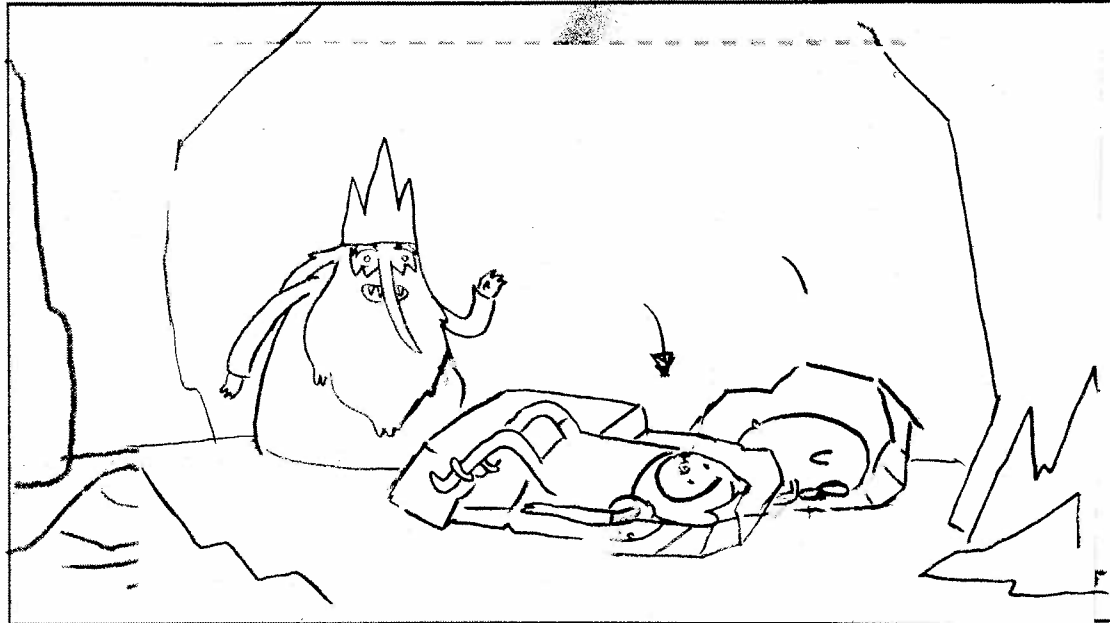
Production :

ADVENTURE TIME

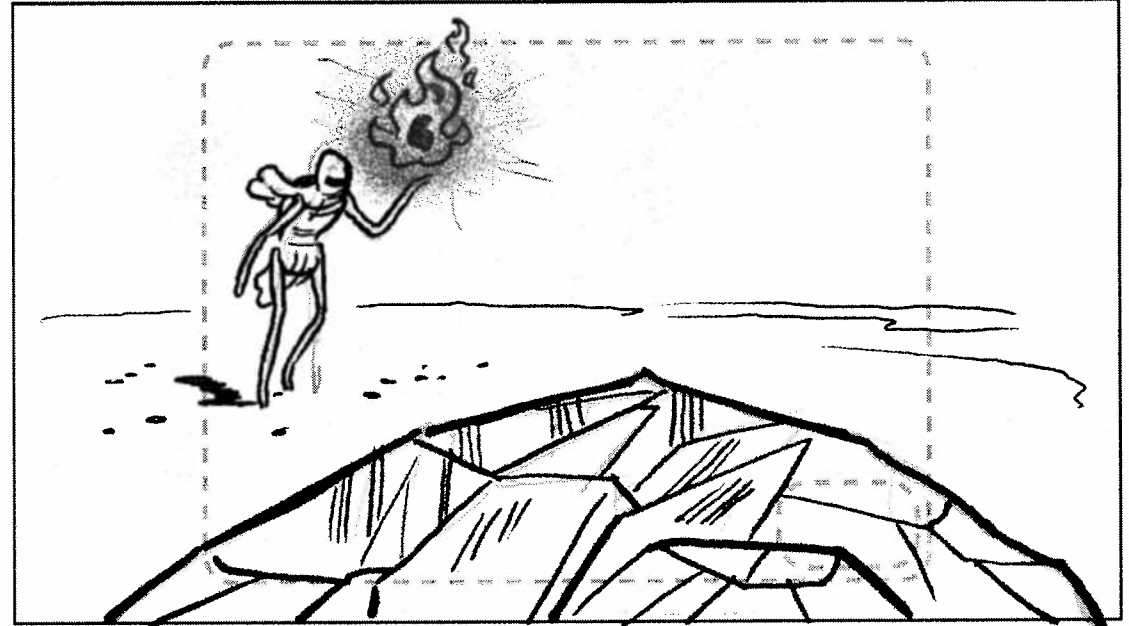


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Sc. 176 Pnl. A Bg. day night



Sc. 177 Pnl. A Bg. day night



Dialog:

IK: You'll thank me
later..

Action:

THEY FALL OVER.

Timing:

100855

EPISODE #

Production :

ADVENTURE TIME



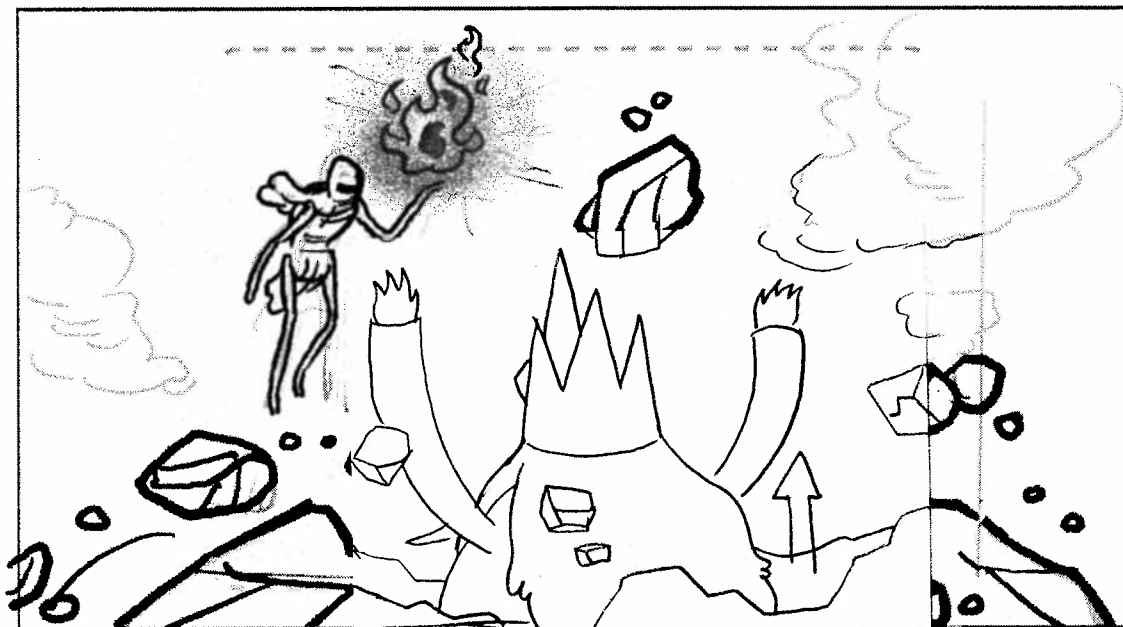
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Sc. 177

Pnl. B

Bg.

day night

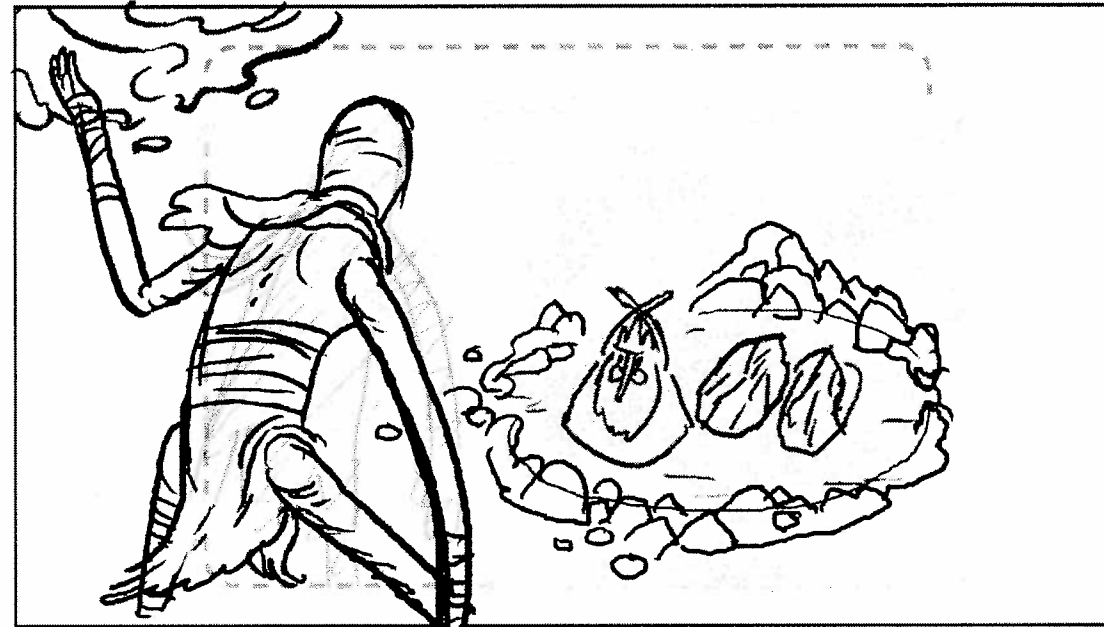


Sc. 178

Pnl. A

Bg.

day ...



Dialog:

IK: sto ~ op!

IK: TIME OUT!!

Action:

* IK POPS UP FROM ICE DOME.

Timing:

Production :

EPISODE #

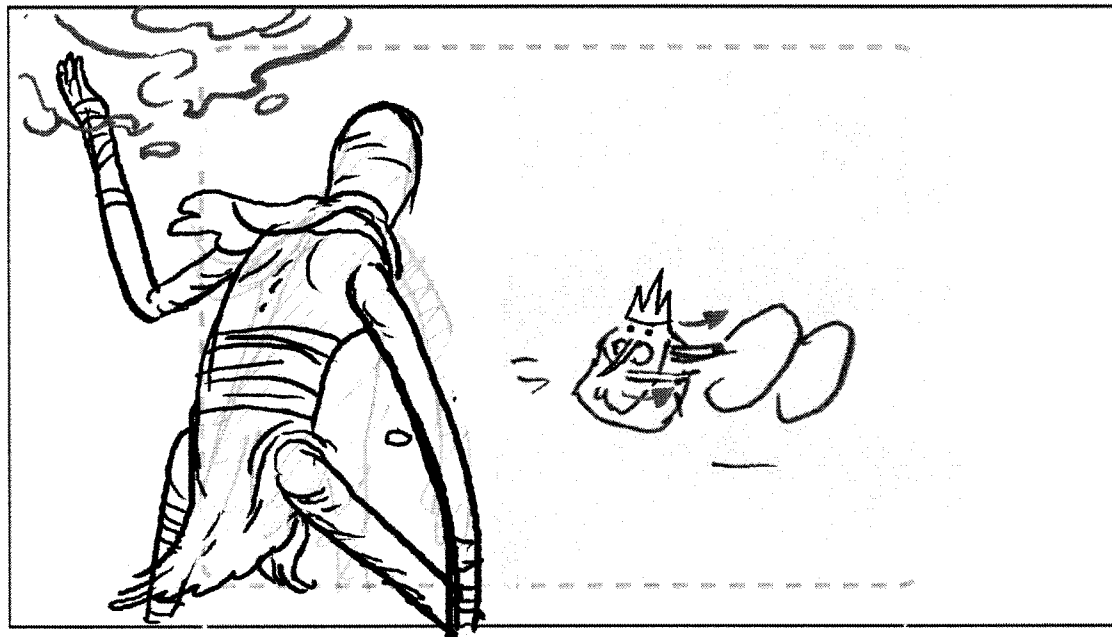
100855

ADVENTURE TIME

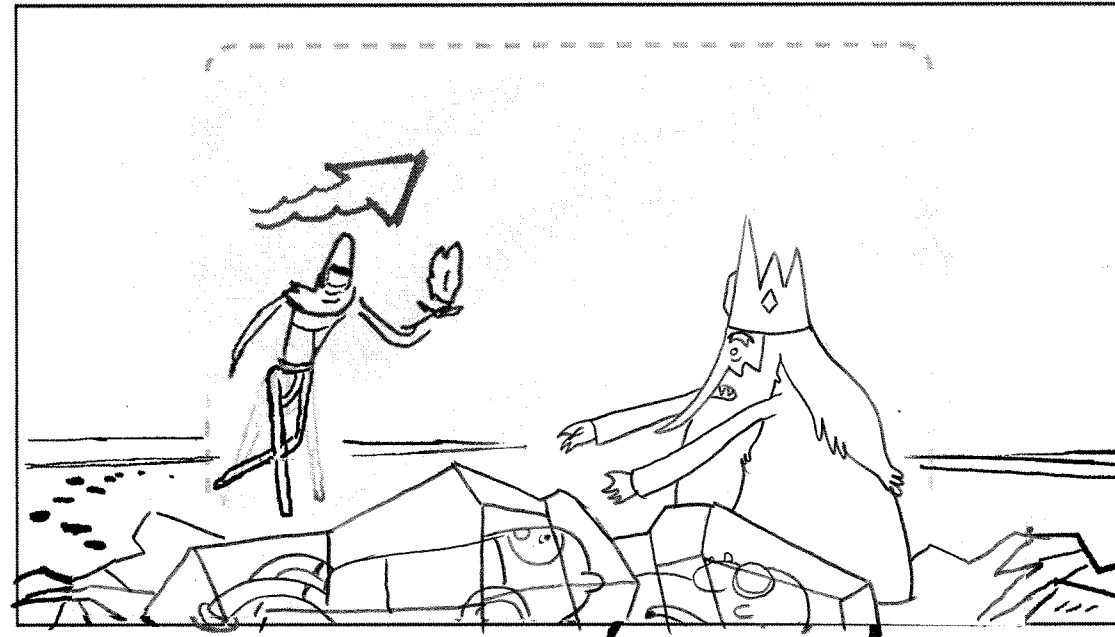


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Sc. 178 Pnl. B Bg. day night



Sc. 179 Pnl. A Bg. day night



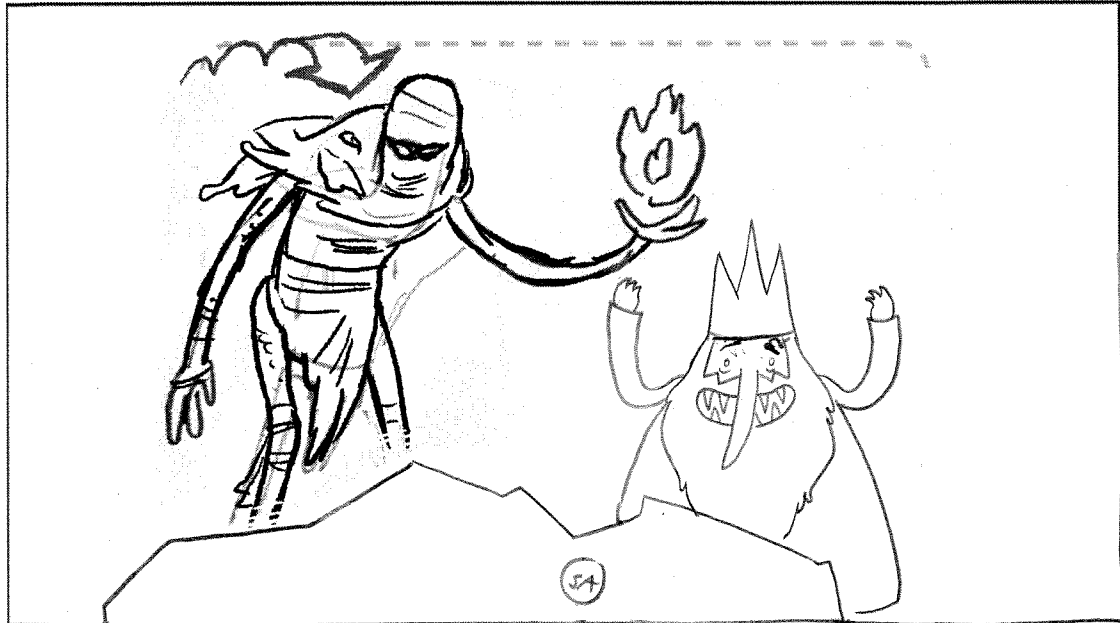
Dialog:	IK: You don't need to do this anymore! Look!	IK: They're dead!
Action:		(S walks up to F&J)
Timing:		

EPISODE # 100855
Production :

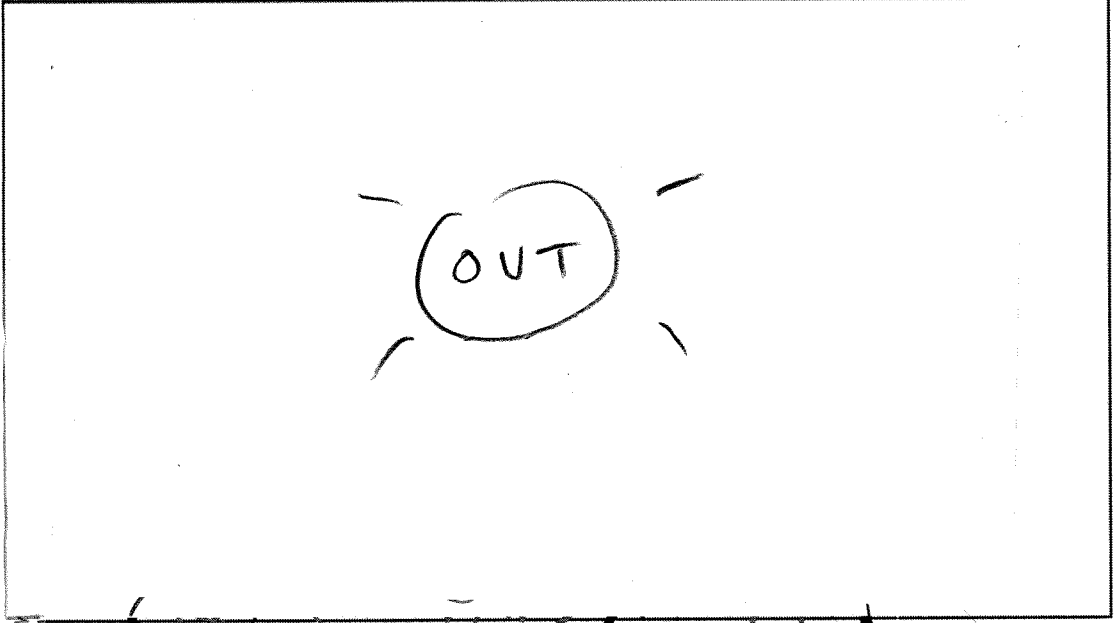
ADVENTURE TIME



Sc. 180 Pnl. A Bg. day night



Sc. 180 Pnl. B Bg. day night



Dialog: IK : I killed them myself!

Action:

Timing:

EPISODE # 100855

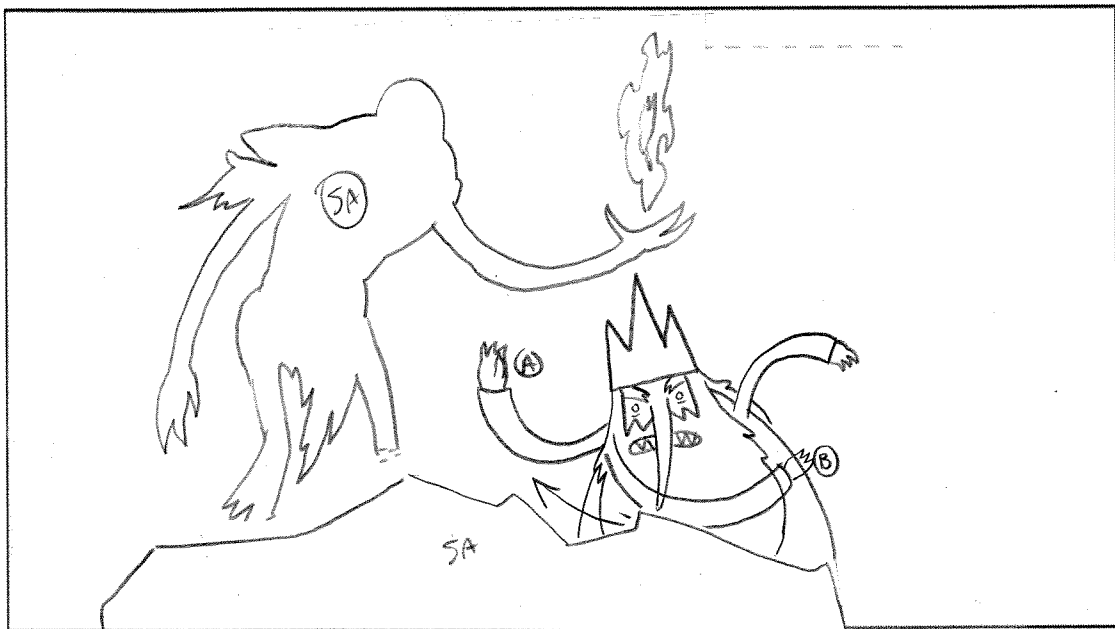
Production :

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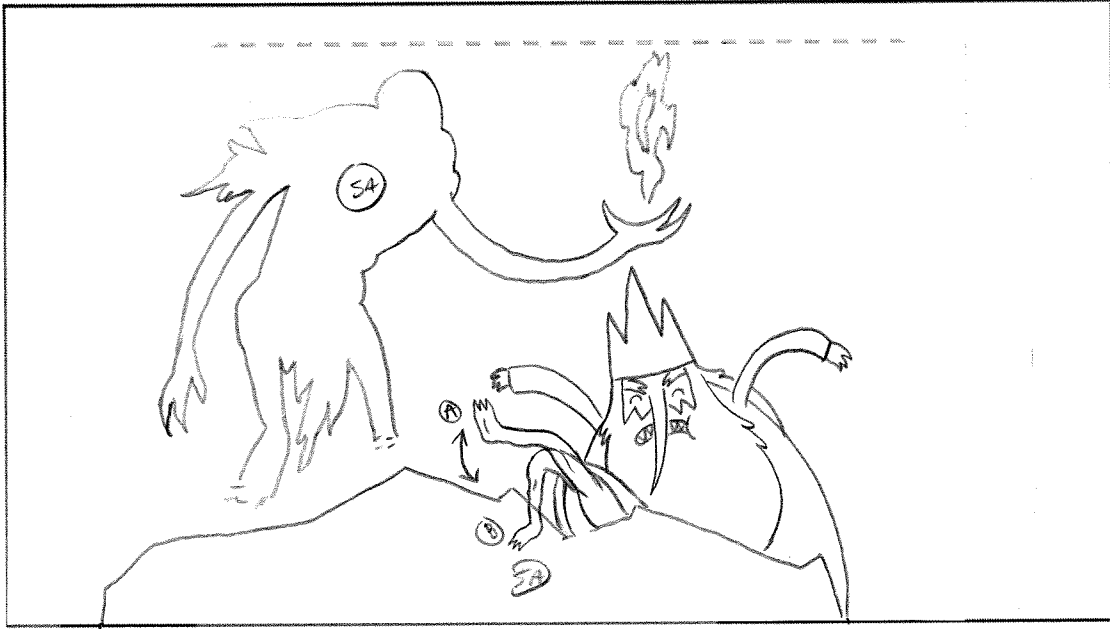
ADVENTURE TIME



Sc. 180 Pnl. C Bg. day night



Sc. 180 Pnl. D Bg. day night



Dialog:
IK: DEAD! DEAD! DEAD!

Action:

Timing:

IK: DEAD! DEAD!
DEAD!

EPISODE # 100855

ADVENTURE TIME



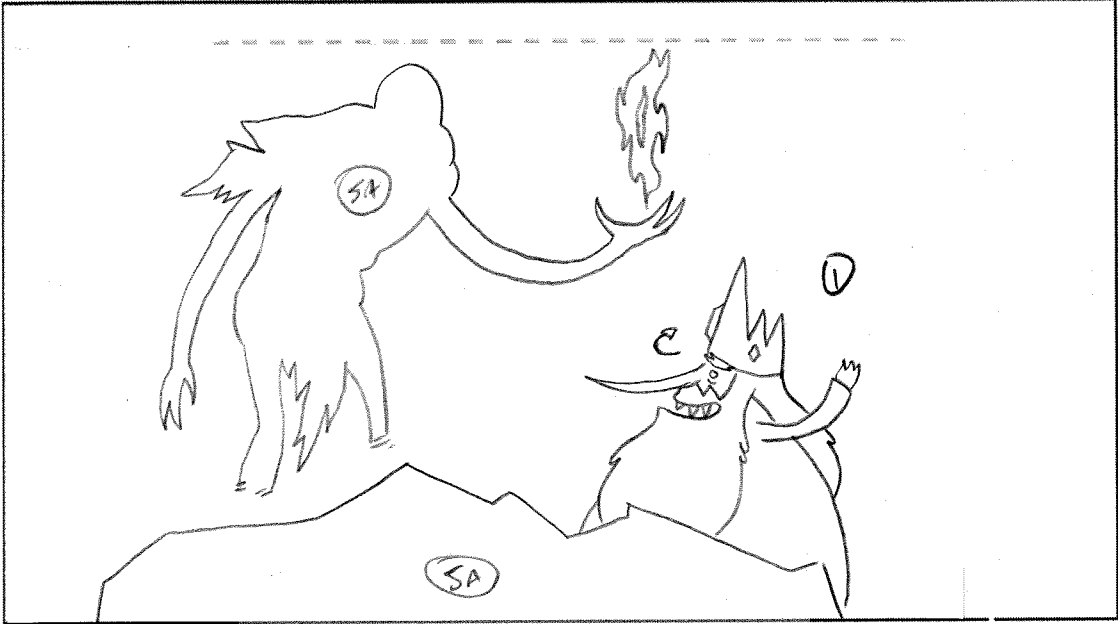
Sc. 180

Pnl. E

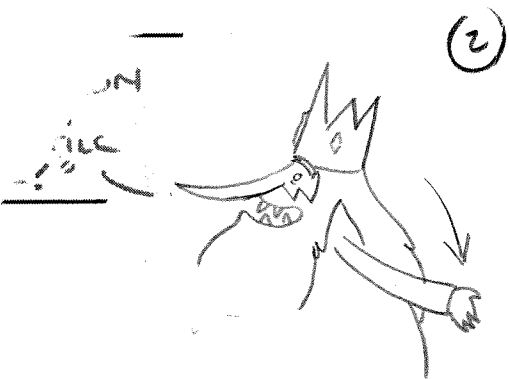
Bg.

day night

Sc.



Dialog:	IK: THEY'RE DEAD! ... NO PULSES...
Action:	
Timing:	



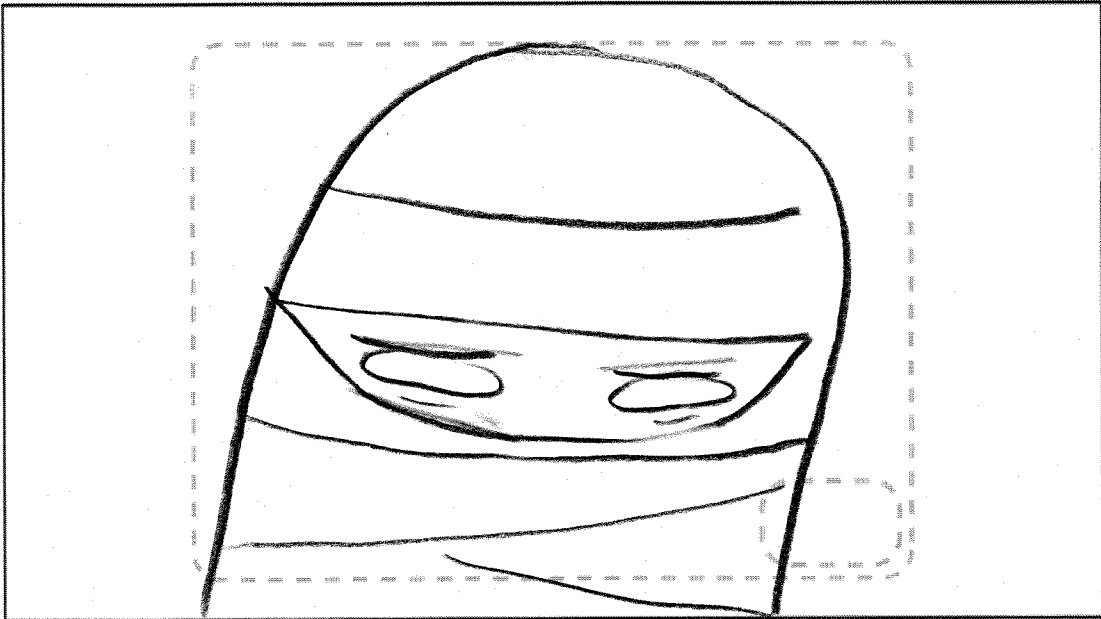
EPISODE # 100855
Production :

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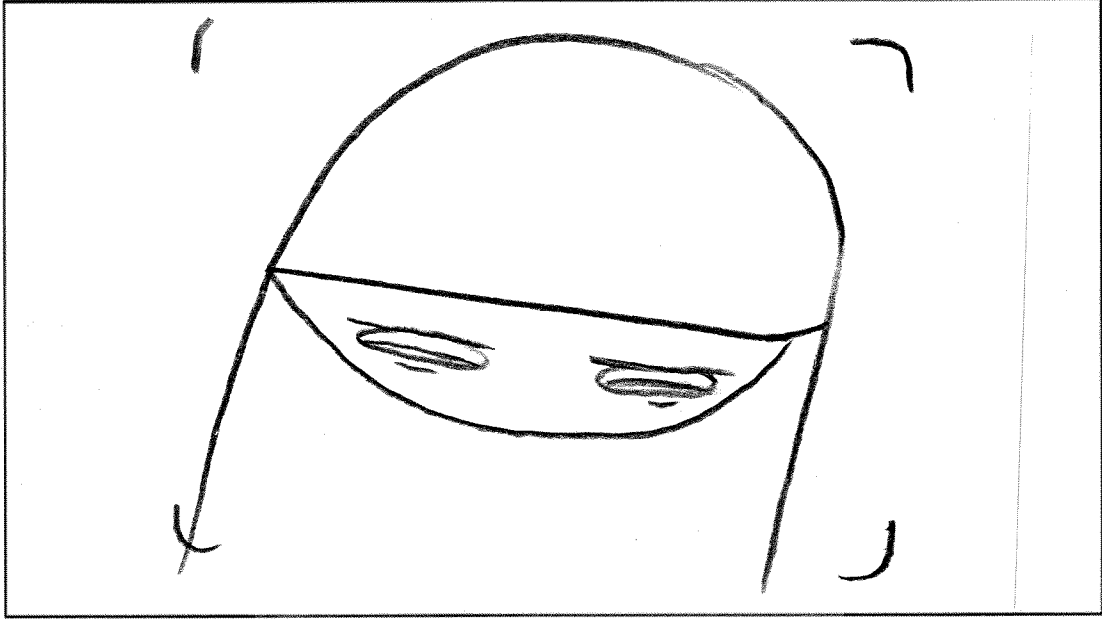
ADVENTURE TIME



Sc. 180A Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	Si...
Action:	scorcher slowly squint eyes. ~~~~~>
Timing:	

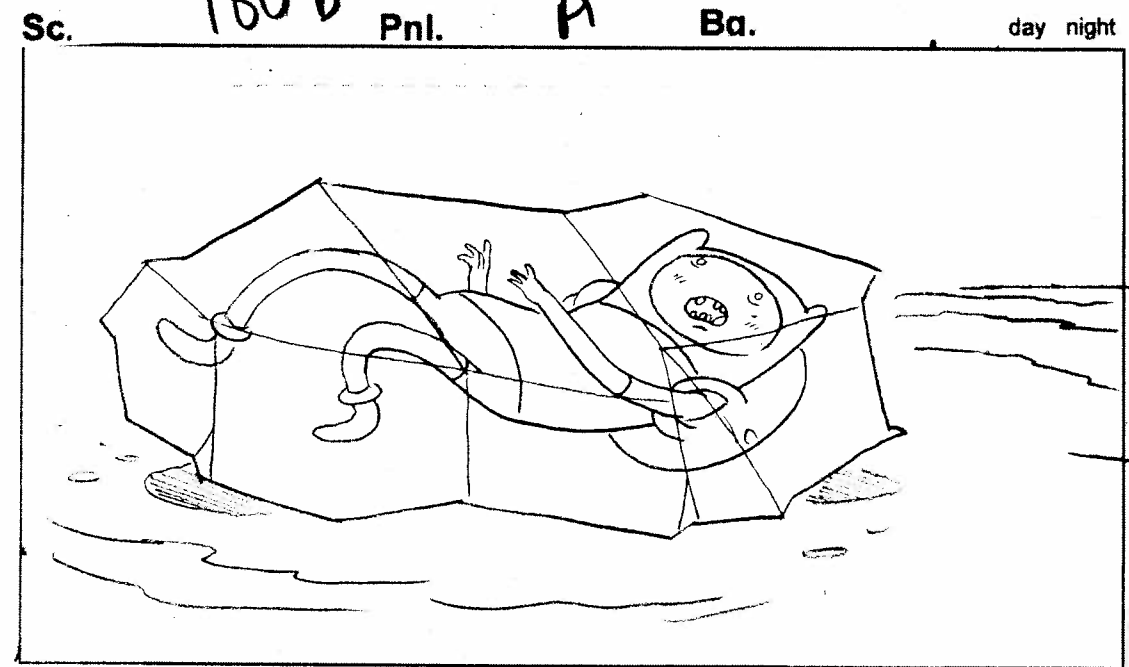
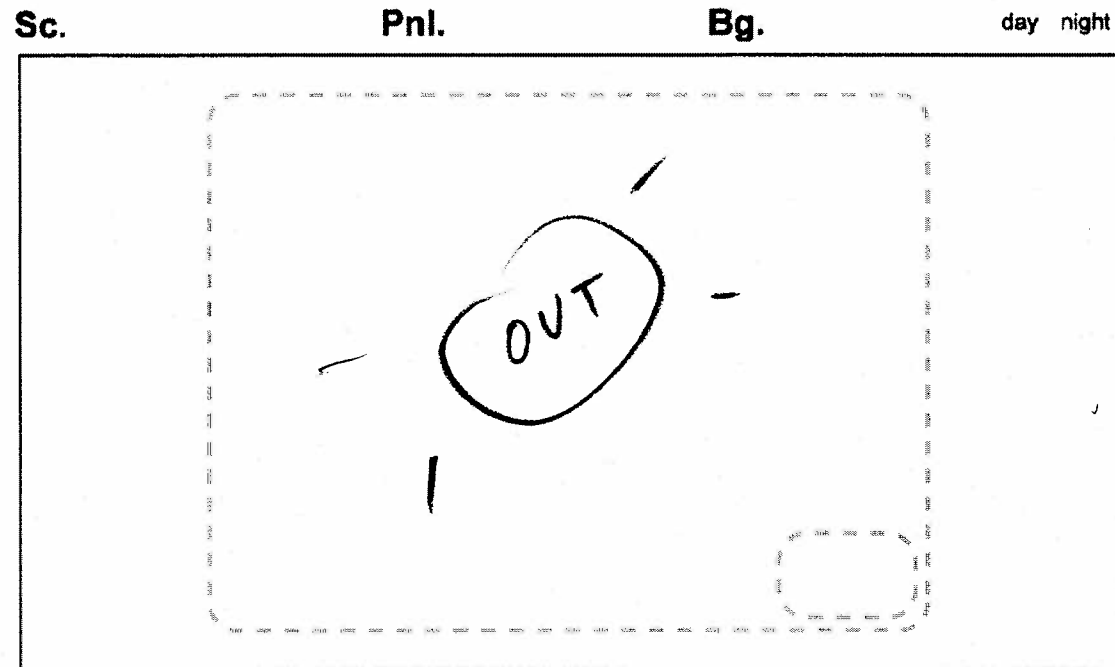
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ADVENTURE TIME



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EPISODE #

Dialog:

Action:

Timing:

Production :

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ADVENTURE TIME



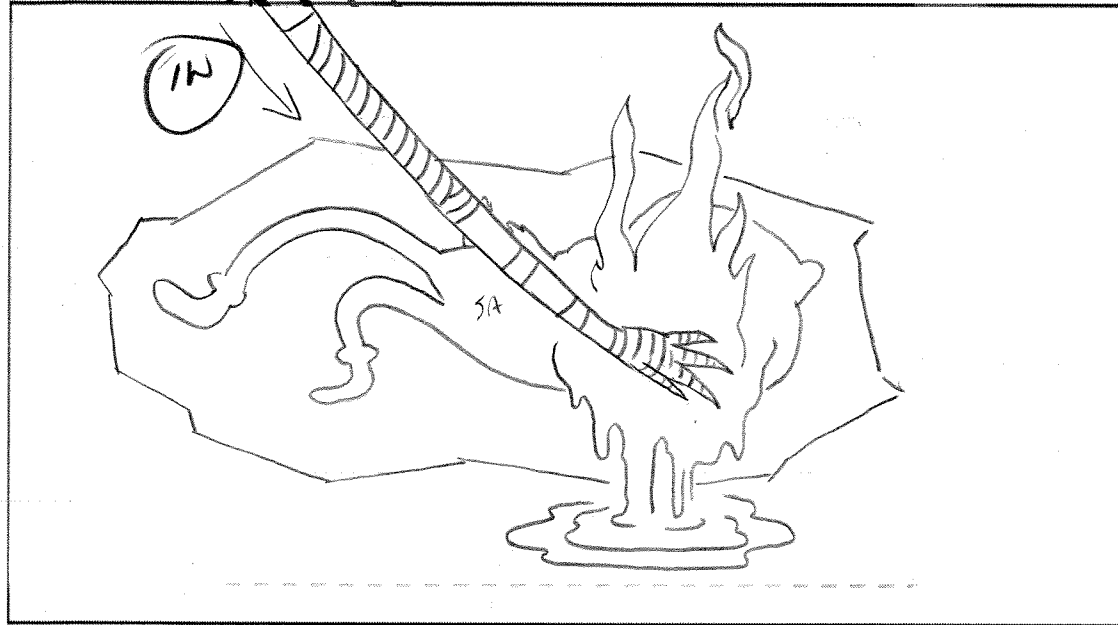
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Sc. 181

Pnl. B

Bg.

day night

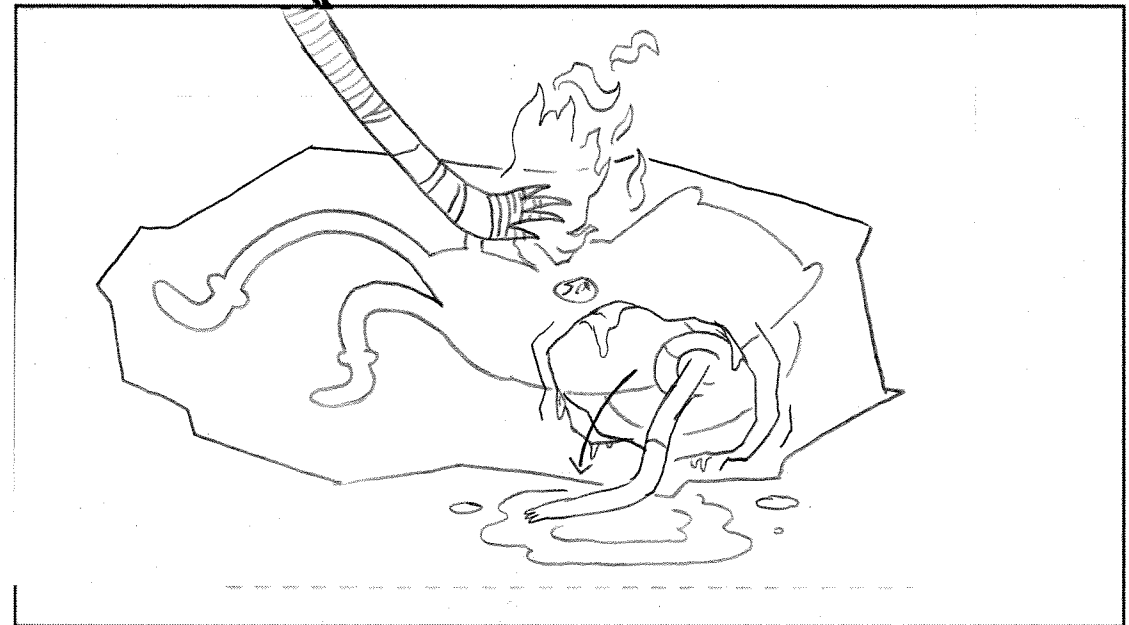


Sc. 181

Pnl. C

Bg.

day night



Dialog:

Action:

* S. REACHES IN & STARTS
TO MELT FINN'S ICE BLOCK.

* FINN'S ARM PLOPS
OUT OF ICE BLOCK.

Timing:

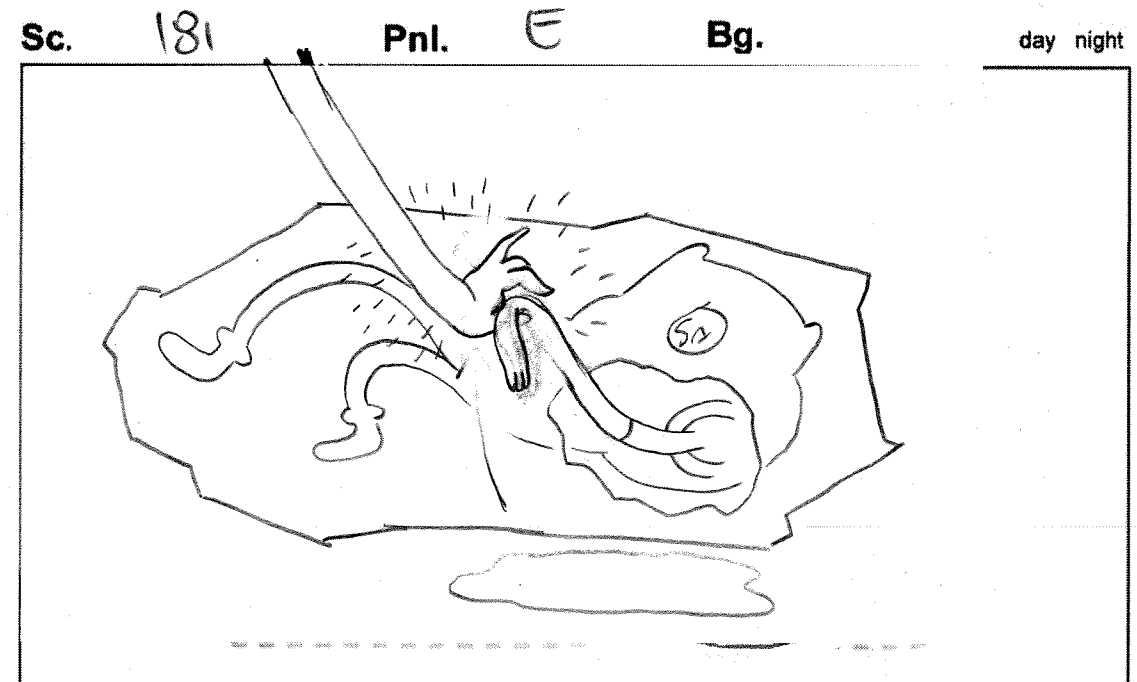
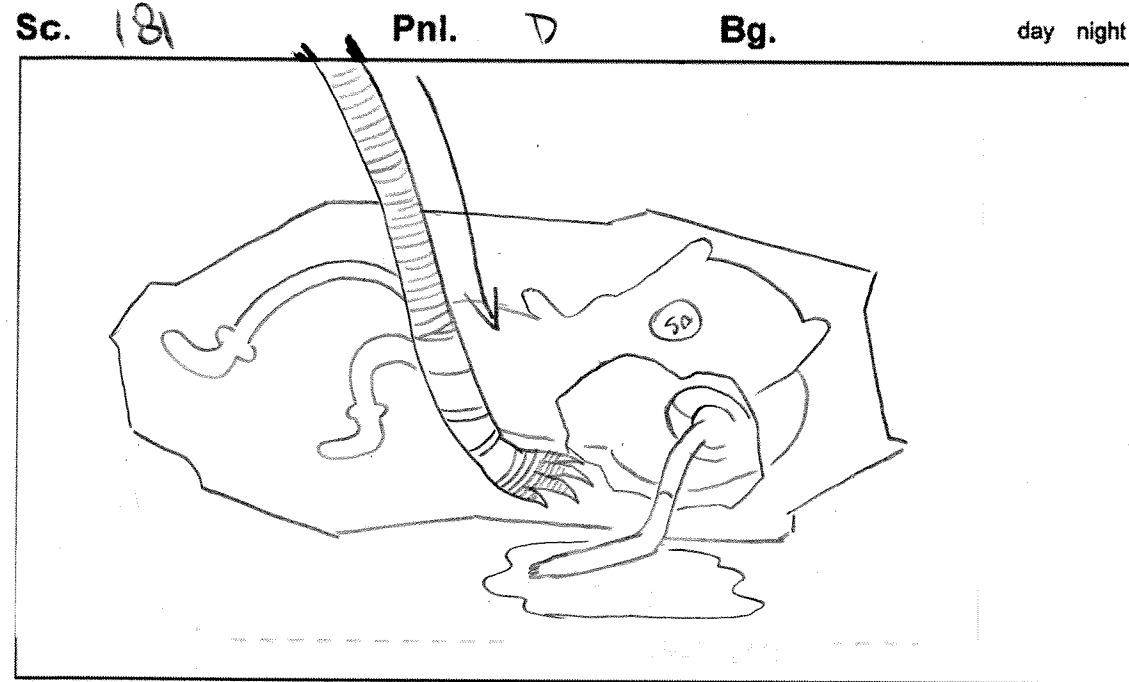
EPISODE # 100855

Production :

ADVENTURE TIME



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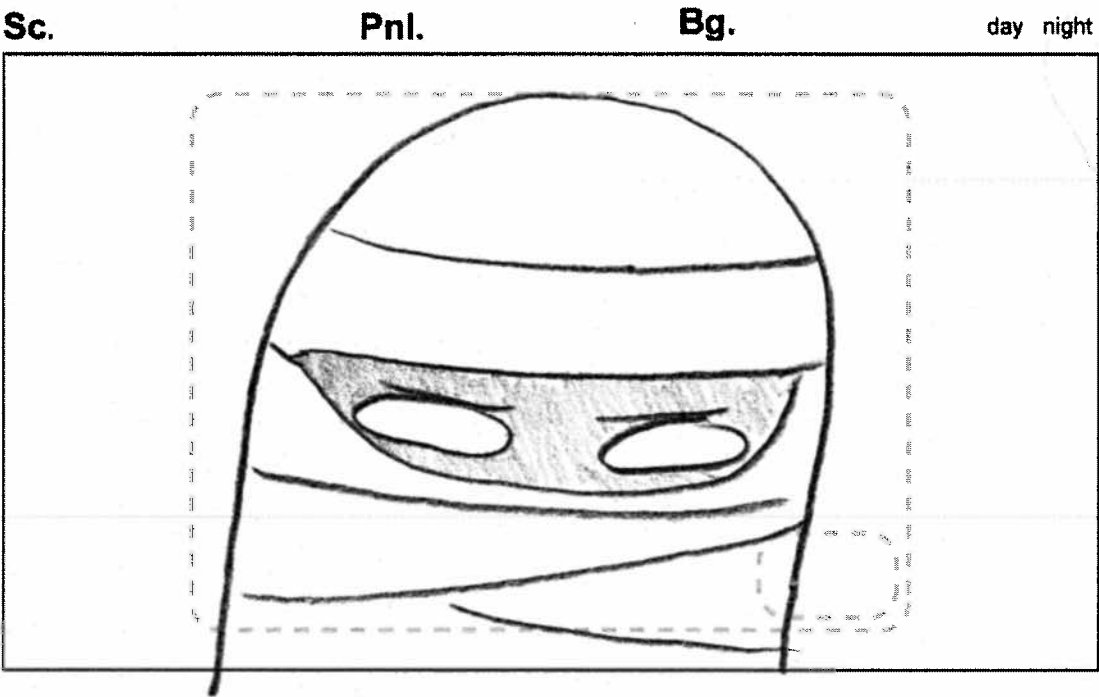
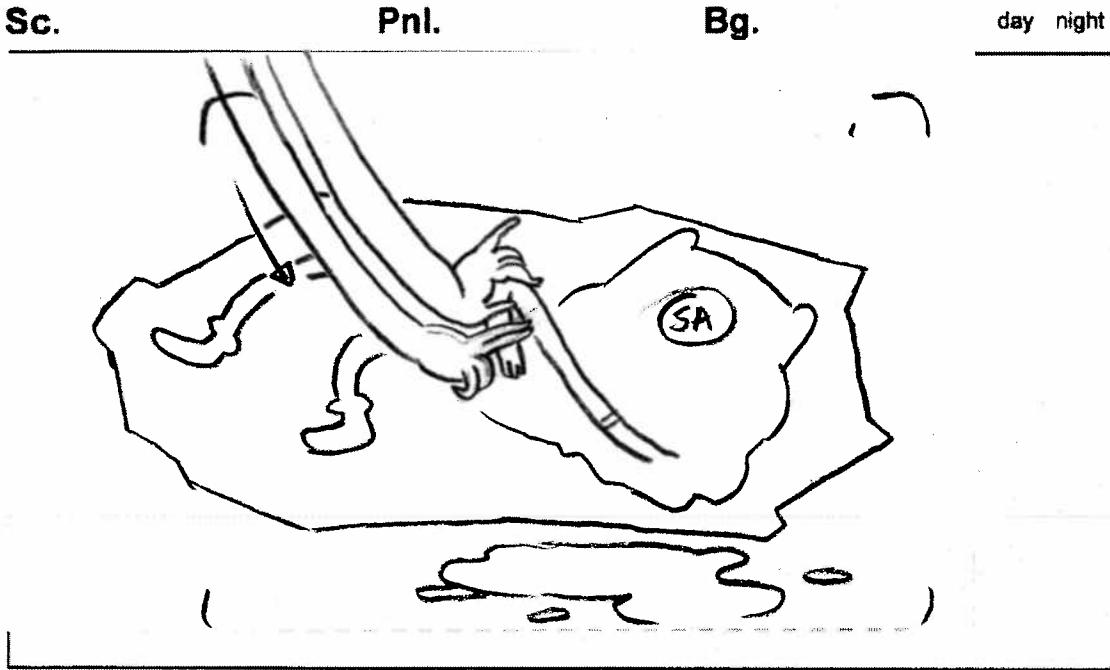


Dialog:
Action: * S. REACHES FOR FINN'S ARM --
Timing:
* FEELS HIS PULSE FOR A FEW BEATS --

Production :
EPISODE # 100855

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ADVENTURE TIME



Dialog:	S: ... (GROAN.)
Action:	SCORCHER'S HAND ENTERS SCREEN TO CHECK FINN'S WRIST
Timing:	

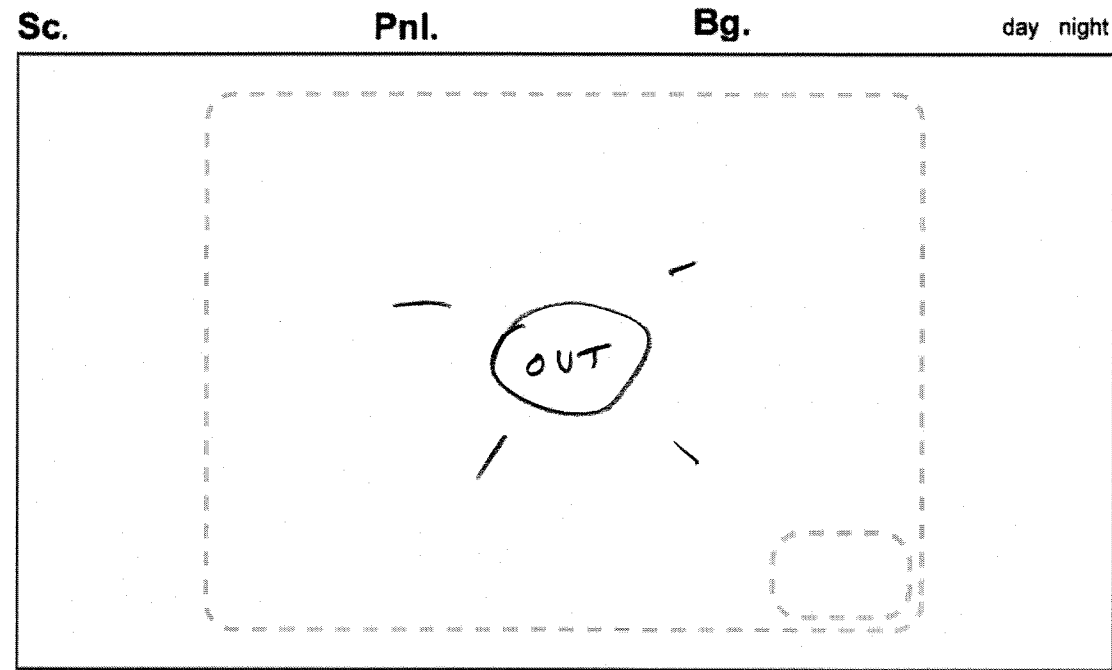
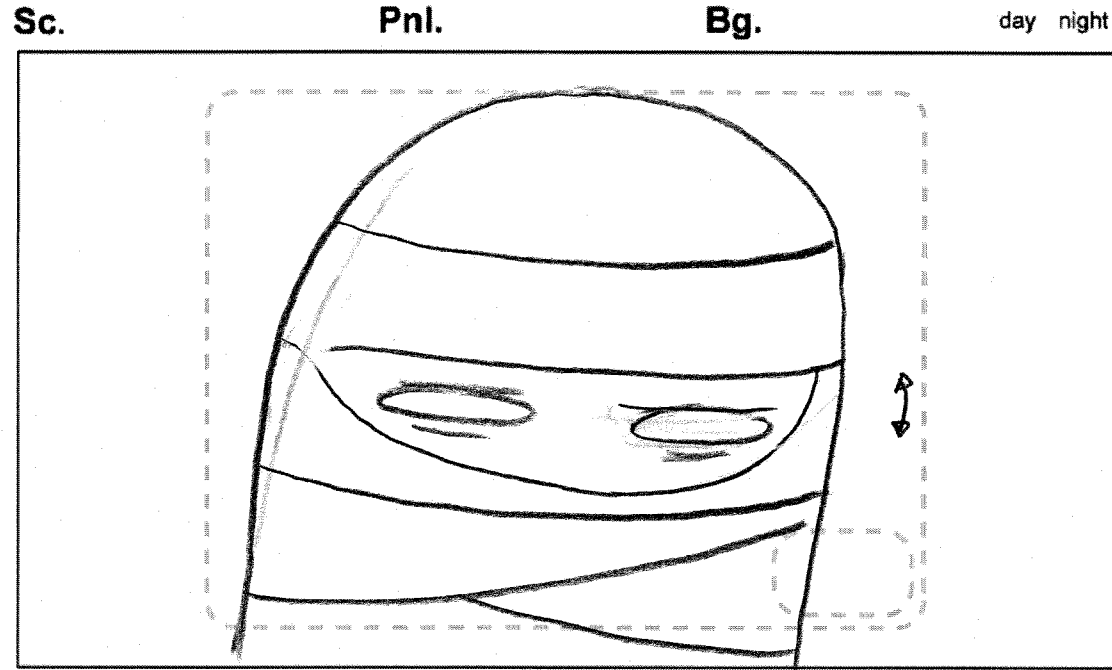
EPISODE # 100855
Production :

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ADVENTURE TIME



Page 194B



Dialog:

Action:

SCORCHER NODS HEAD

Timing:

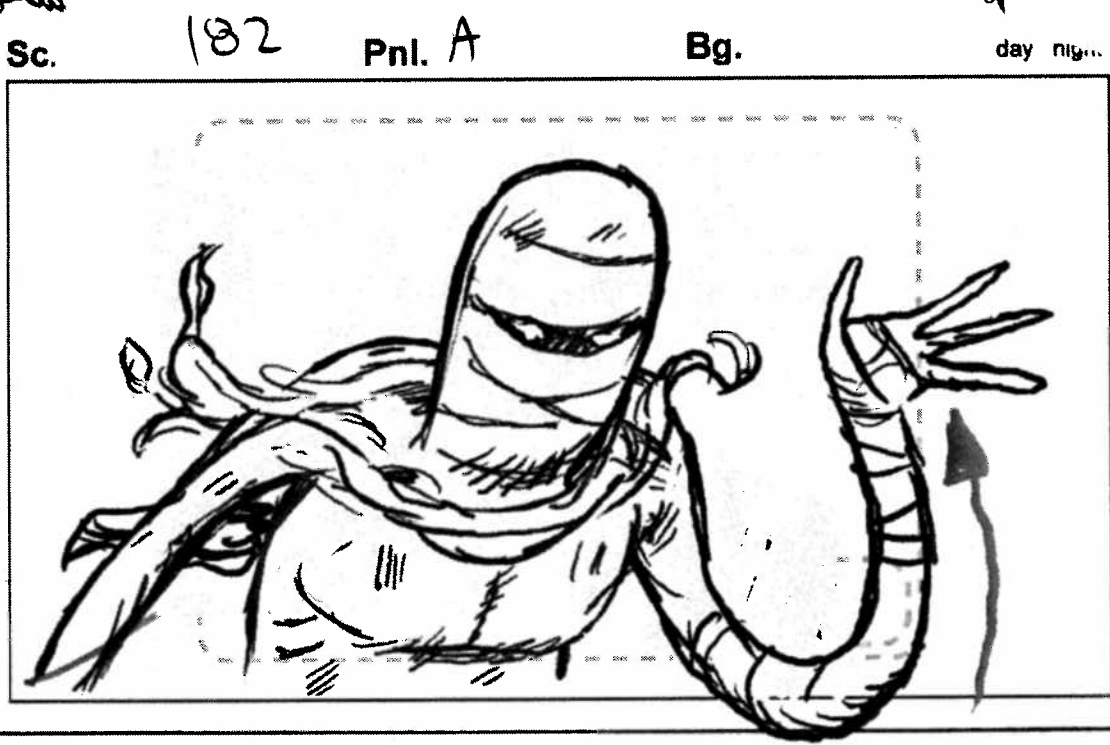
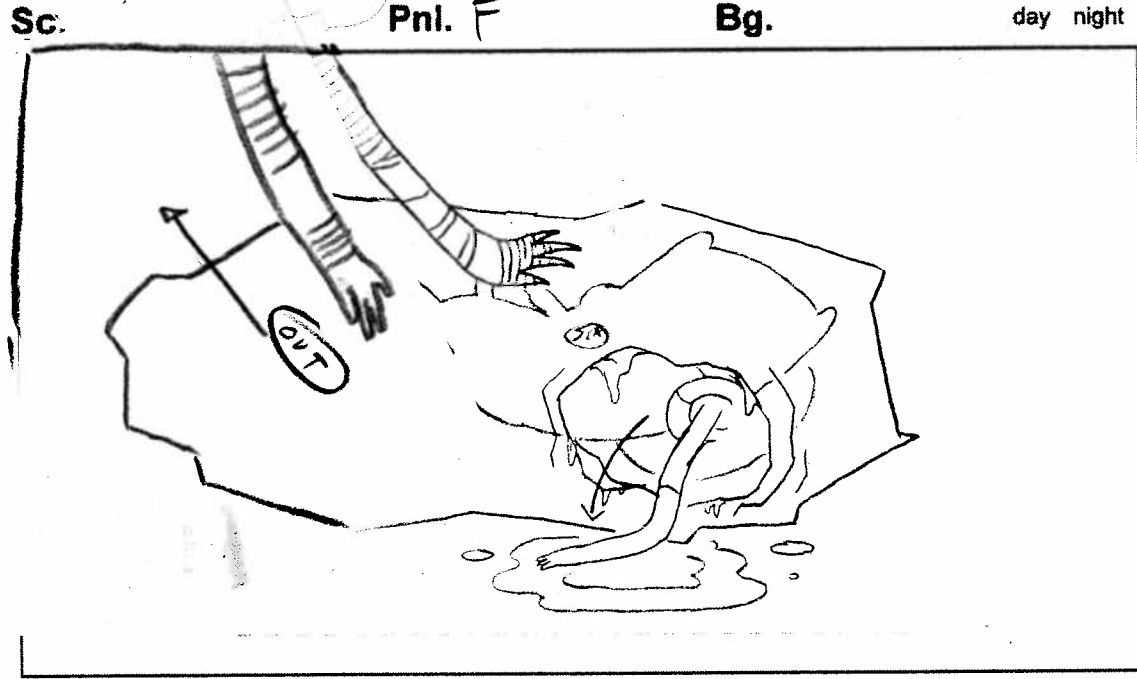
EPISODE # 100855

Production :

used as reference.

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ADVENTURE TIME



Dialog:	S:
Action:	- SCORCHER LET'S GO OF HAND, - HANDS LEAVE FRAME.
Timing:	

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Production :

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ADVENTURE TIME

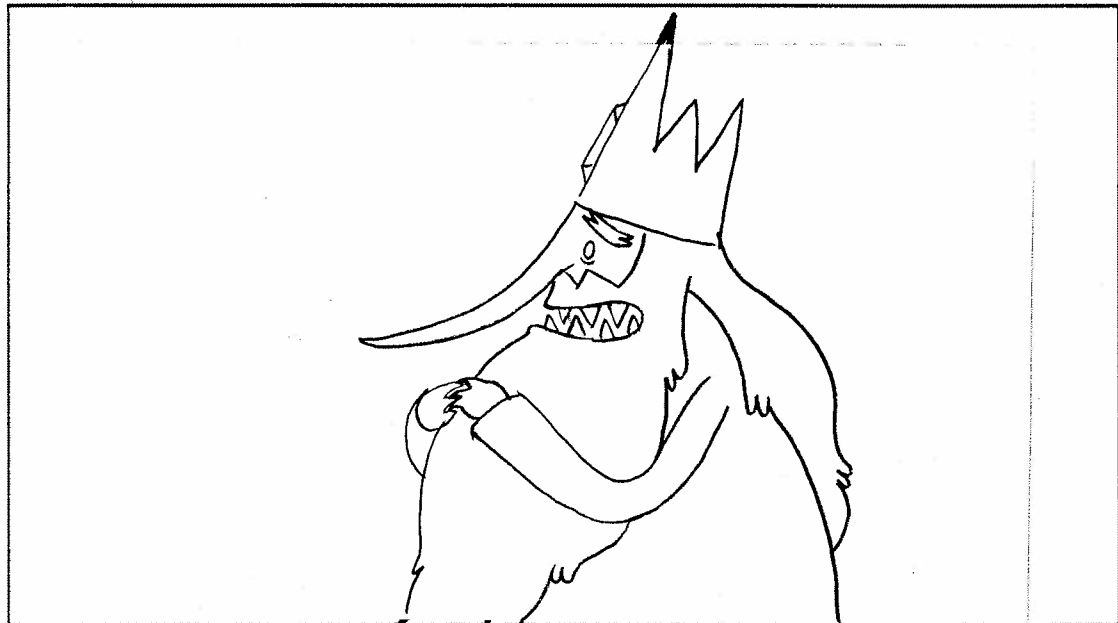


Sc. 183

Pnl. A

Bg.

day night



End

Dialog:

IK : SO uh... LOOKS LIKE
YOU can go home
now.

Action:

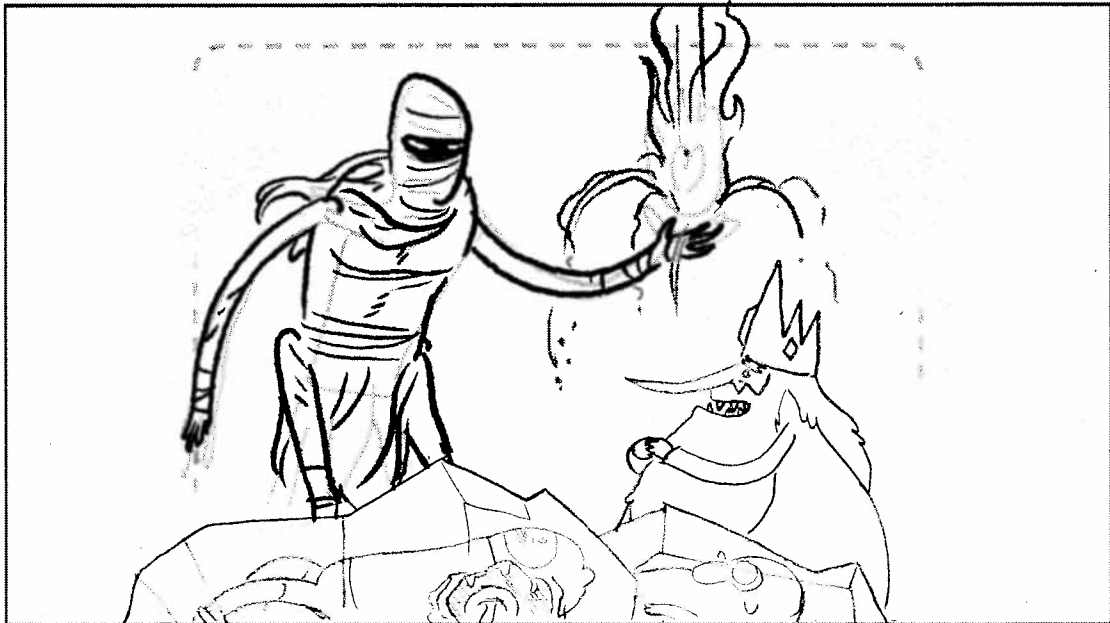
Timing:

Sc. 184

Pnl. A

Bg.

day night



S: - - - - -

EPISODE # 100855
Production :

ADVENTURE TIME



Page 197
day Aug...

Sc.

184

Pnl.

B

Bg.

day night

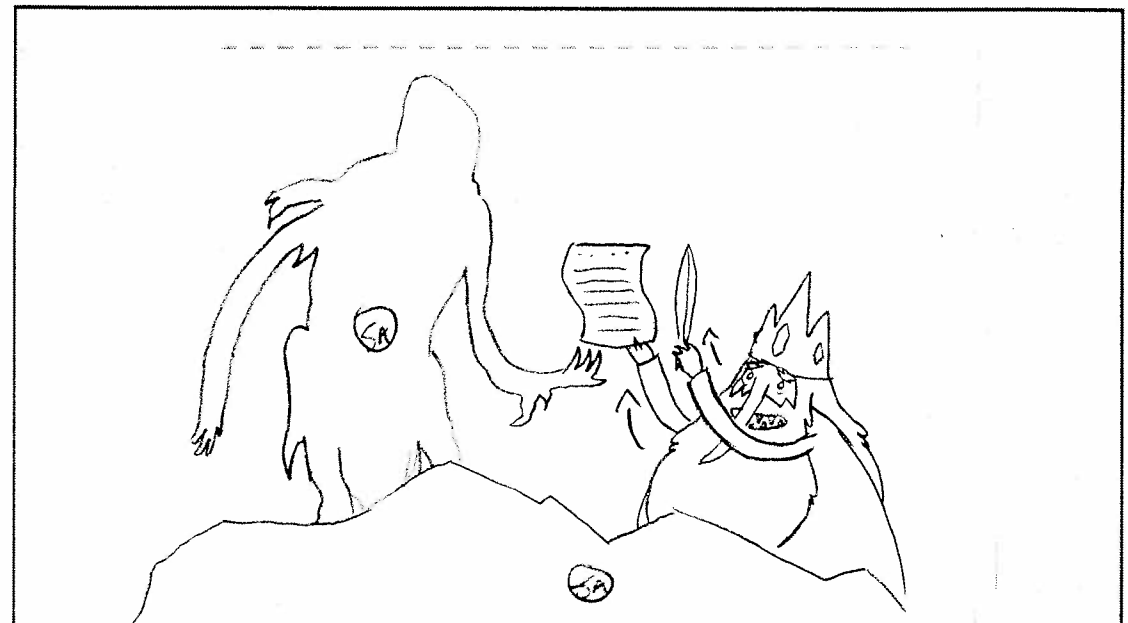
Sc.

184

Pnl. C

Bg.

day 11/12/13



Dialog:

IK: ah!

Ik: Oh! Yeah!
of course..

Action:

(§ summons contract)
& pen

Timing:

#EPISODE#

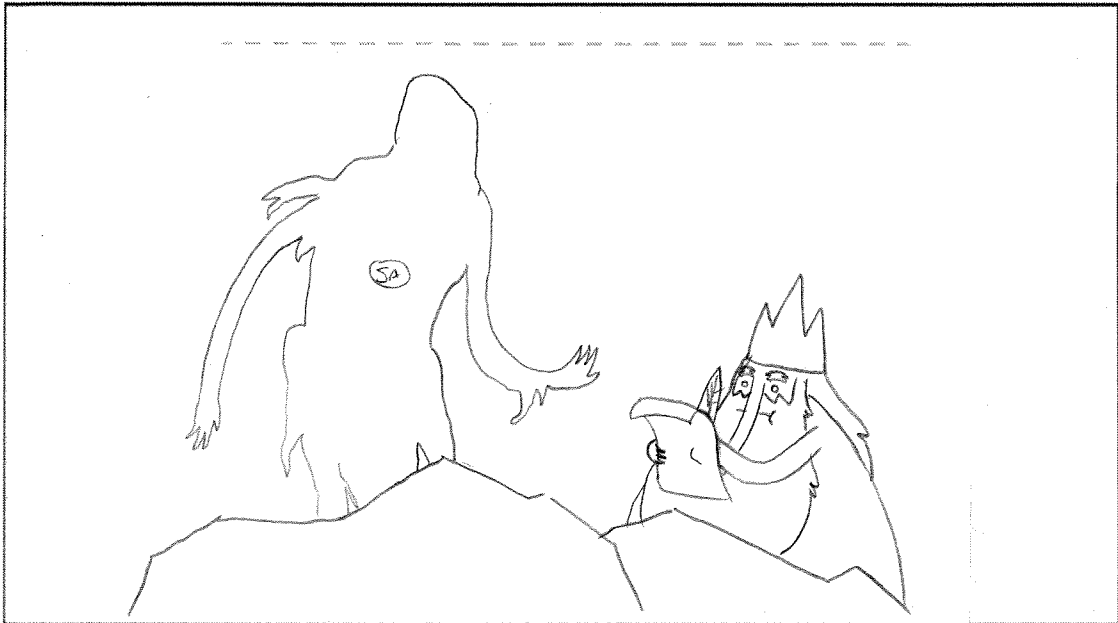
1085

Production :

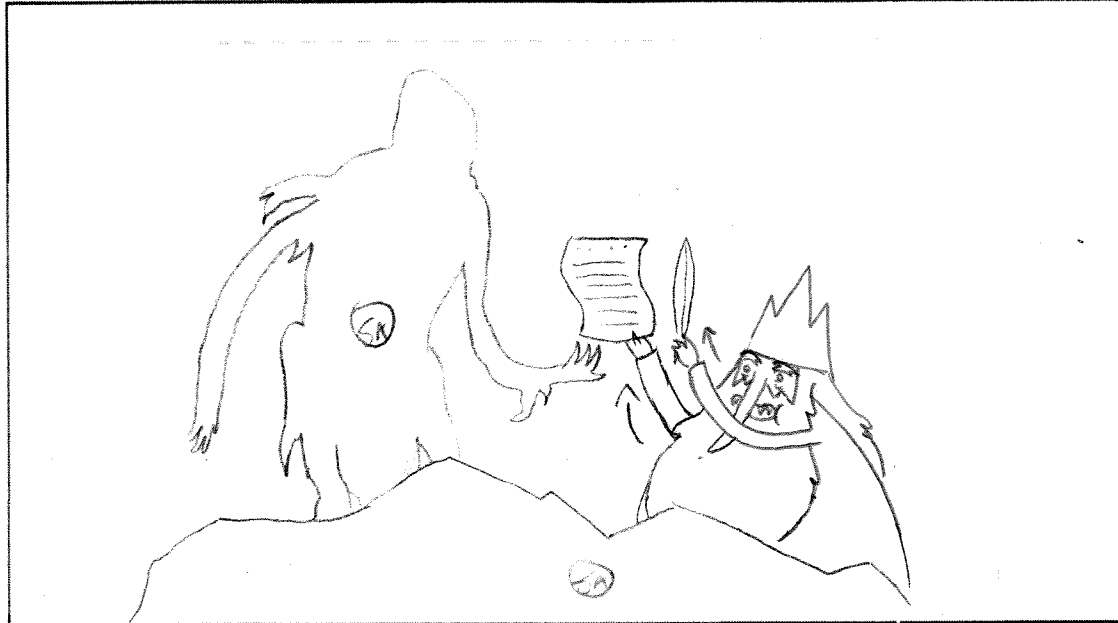
ADVENTURE TIME



Sc. 184 Pnl. D Bg. day night



Sc. 184 Pnl. E Bg. day night



Dialog:	IK: There!
Action:	
Timing:	

EPISODE # 100855
Production :

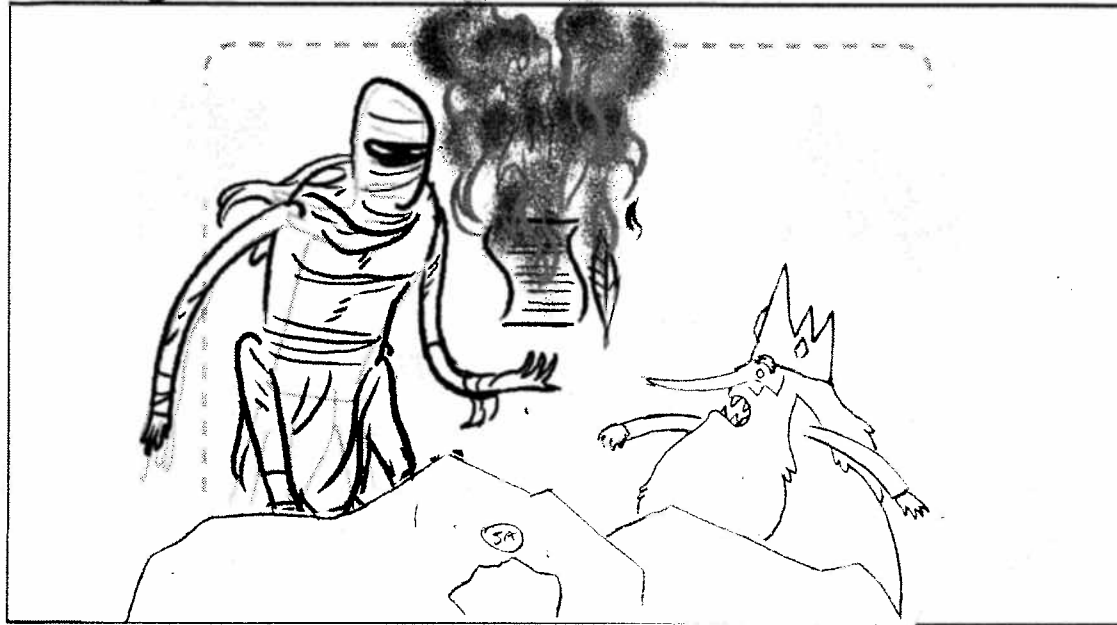
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ADVENTURE TIME

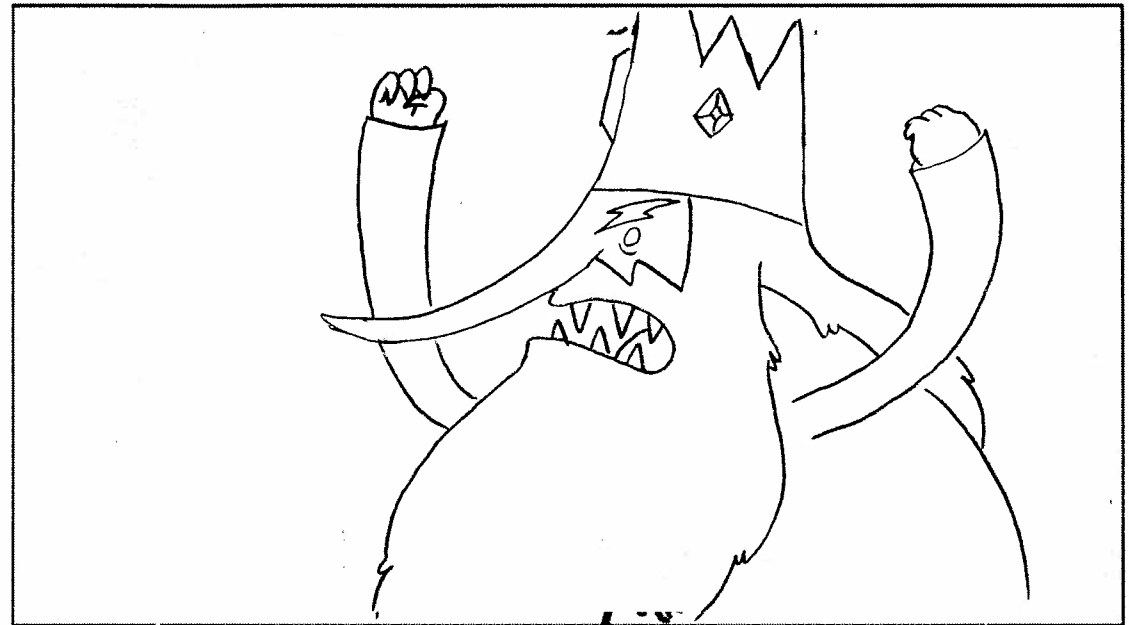


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Sc. 184 Pnl. F Bg. day night



Sc. 185 Pnl. A Bg. day night



Dialog:

Action:

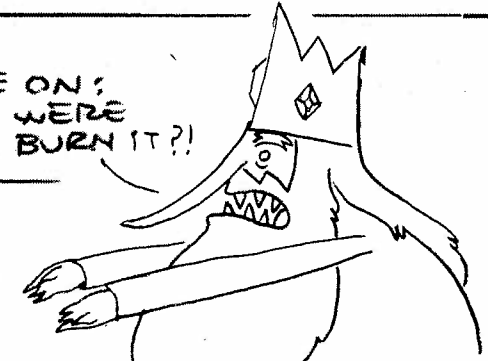
Timing:

S: (incinerates contract)



IK: what ?? Why did I have to sign it if you were gonna burn it!

POSE ON!
IF YOU WERE
GONNA BURN IT?!



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Production :

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ADVENTURE TIME



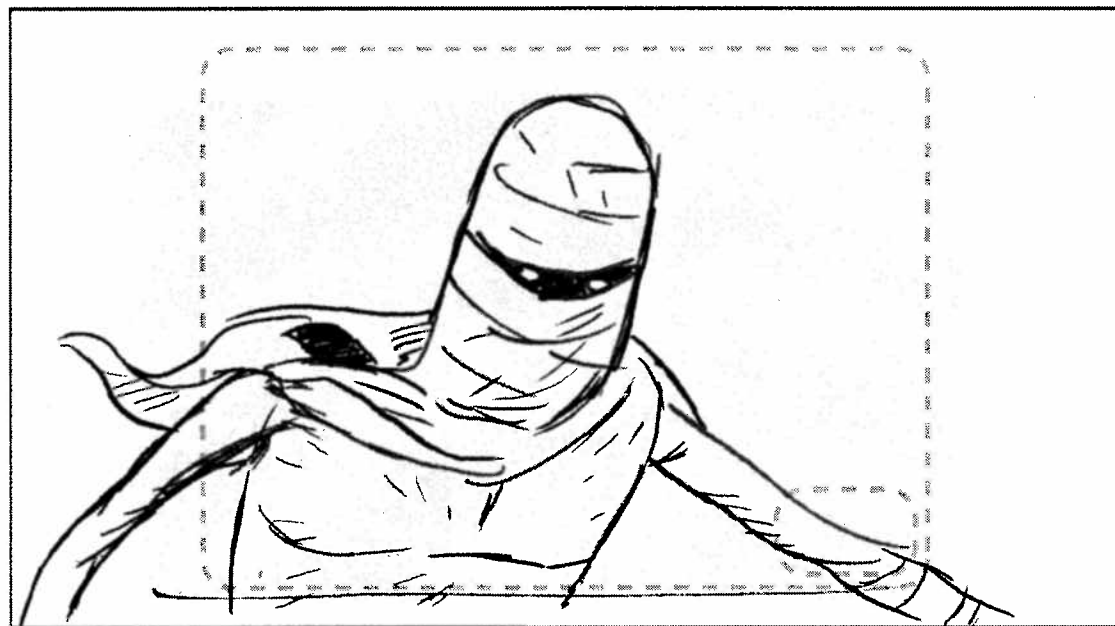
Page 200

Sc. 186

Pnl. A

Bg.

day night

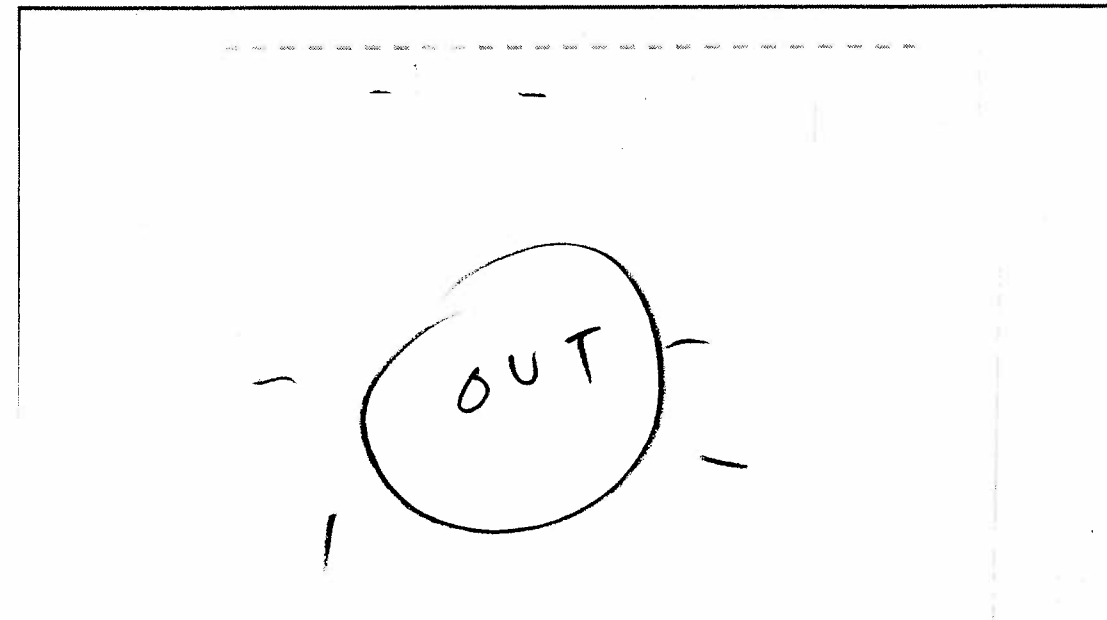


Sc. 187

Pnl. A

Bg.

day night



Dialog:

S: . . .

what? I actually like it!

Action:

Timing:

EPISODE # 100855

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
IK: Ikkin heheheh... nevermind

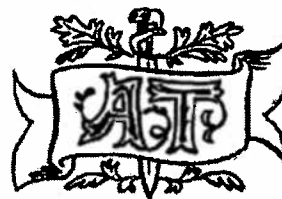
Action:

Timing:

EPISODE # 100855 Production :

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ADVENTURE TIME



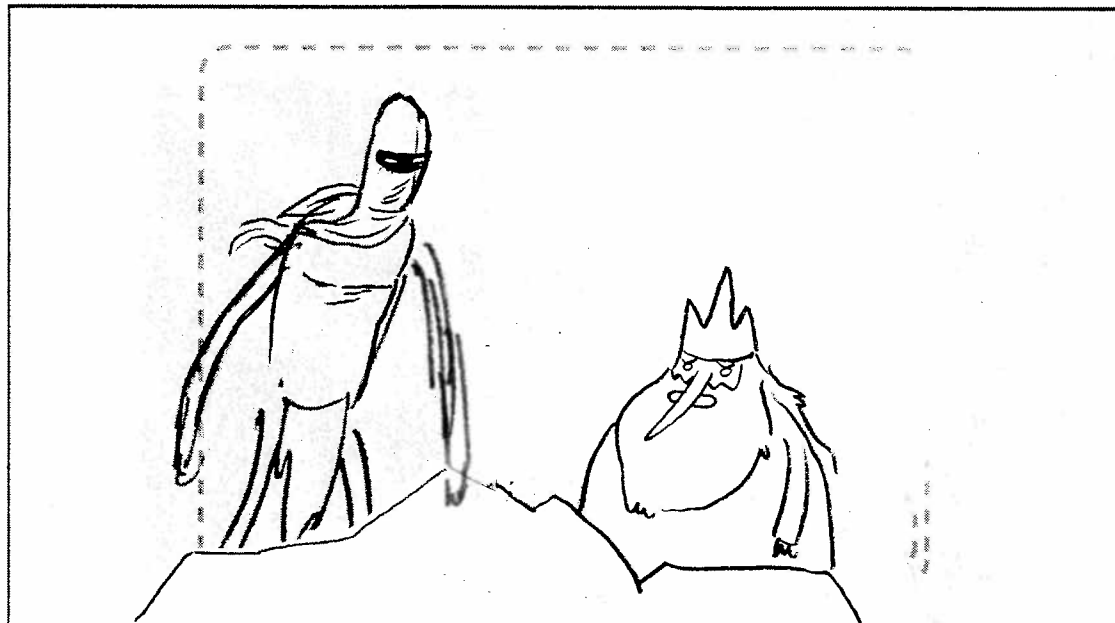
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Sc. 187

Pnl. B

Bg.

day night

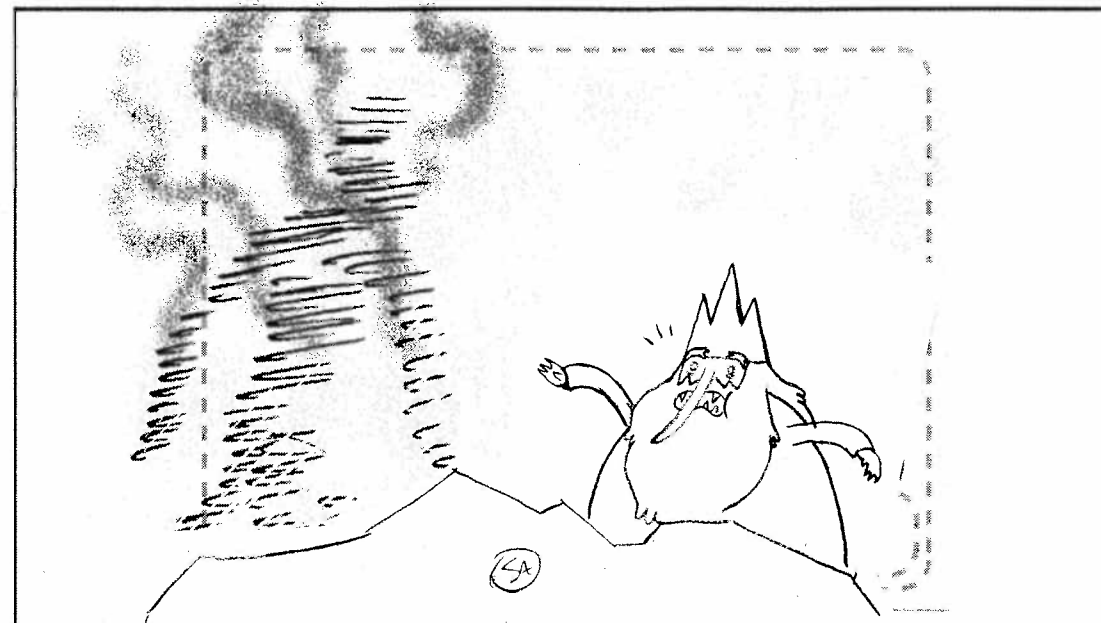


Sc. 187

Pnl. C

Bg.

day



Dialog:

IK: you do
what you
want...

Action:

S. VANISHES -

Timing:

Production :

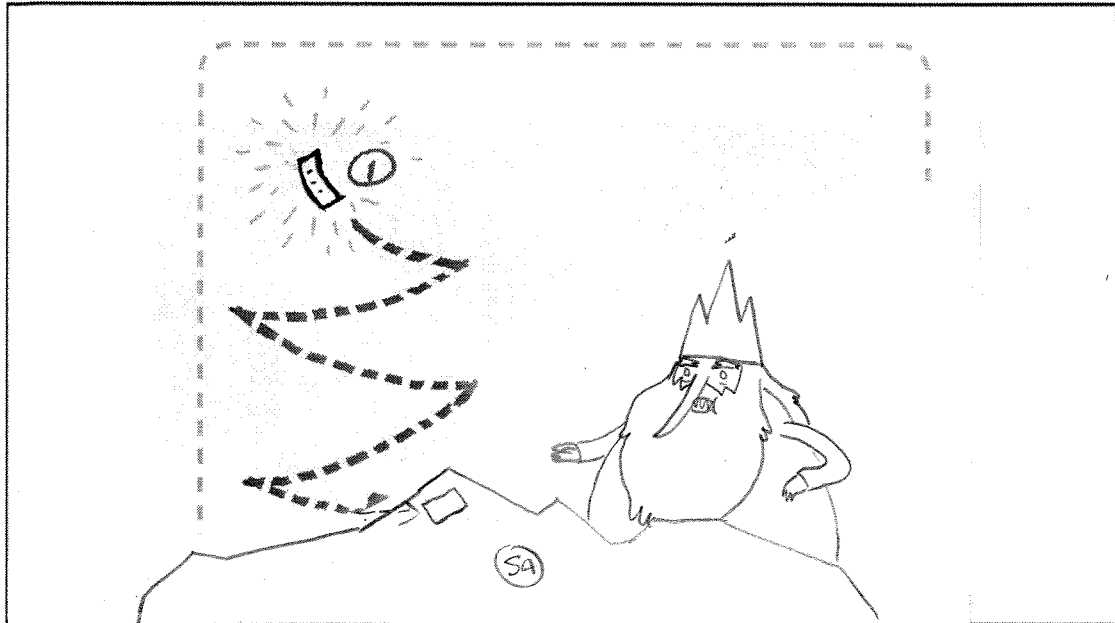
EPISODE #

100855

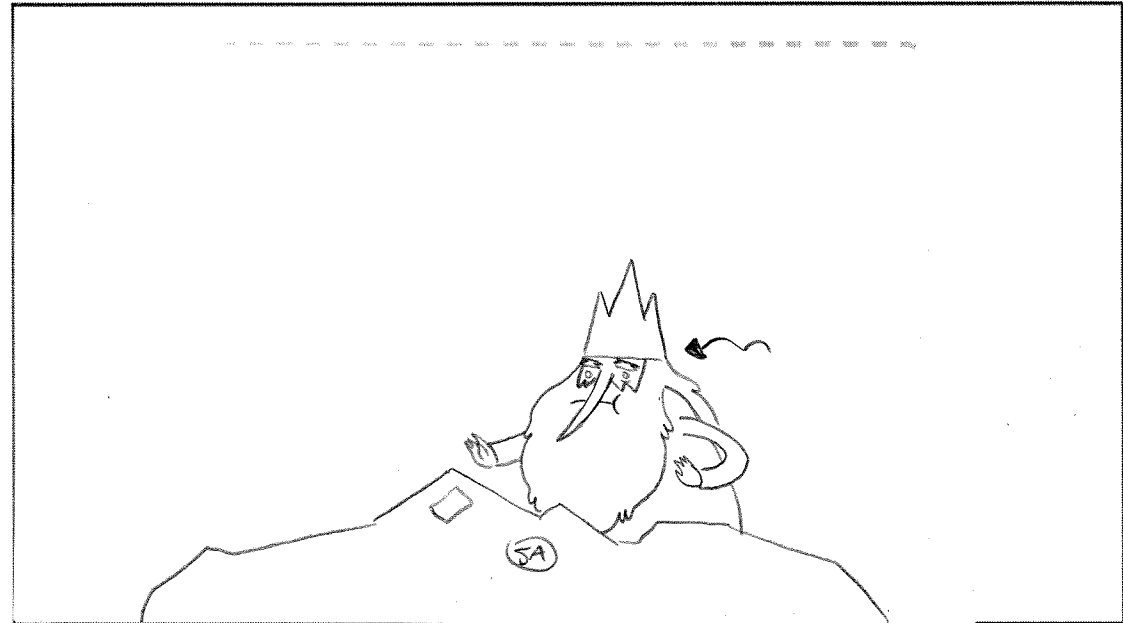
ADVENTURE TIME



Sc. 187 Pnl. D Bg. day night



Sc. 187 Pnl. E Bg.



Dialog:
Action: (leaves receipt)
Timing:

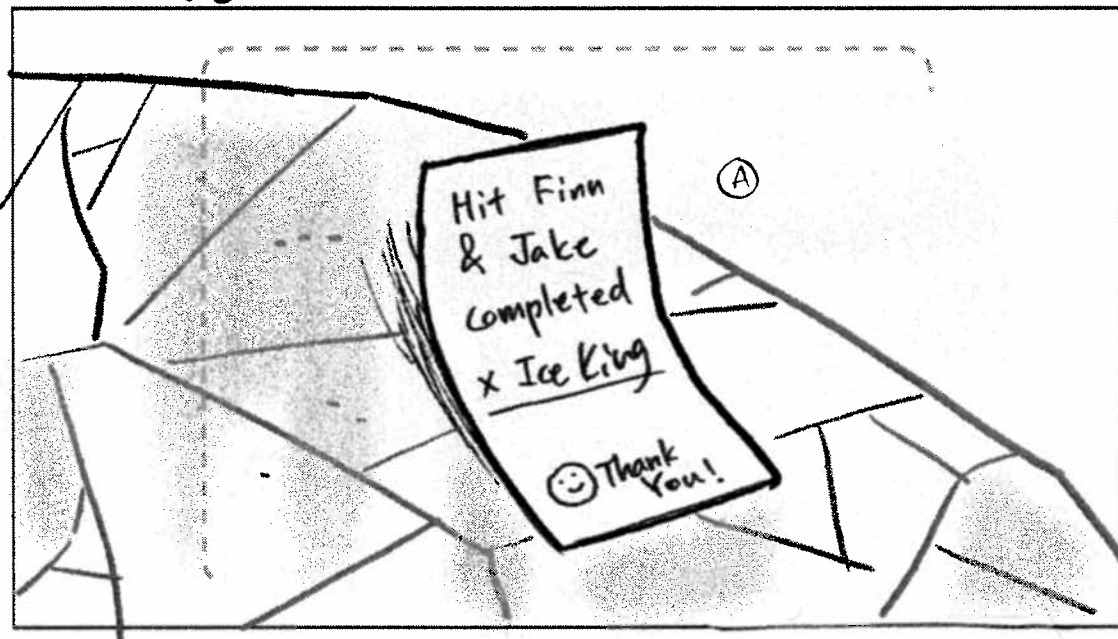
EPISODE # 100855
Production :

ADVENTURE TIME

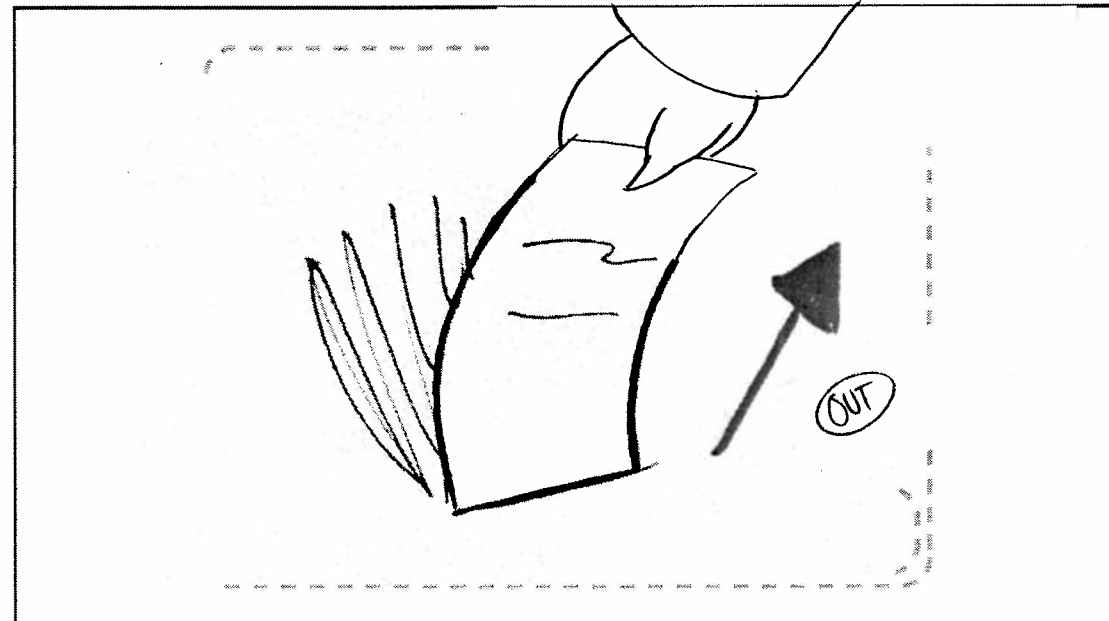



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Sc. 188 Pnl. A Bg. day night



Sc. 188 Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	
(IK picks it up)	

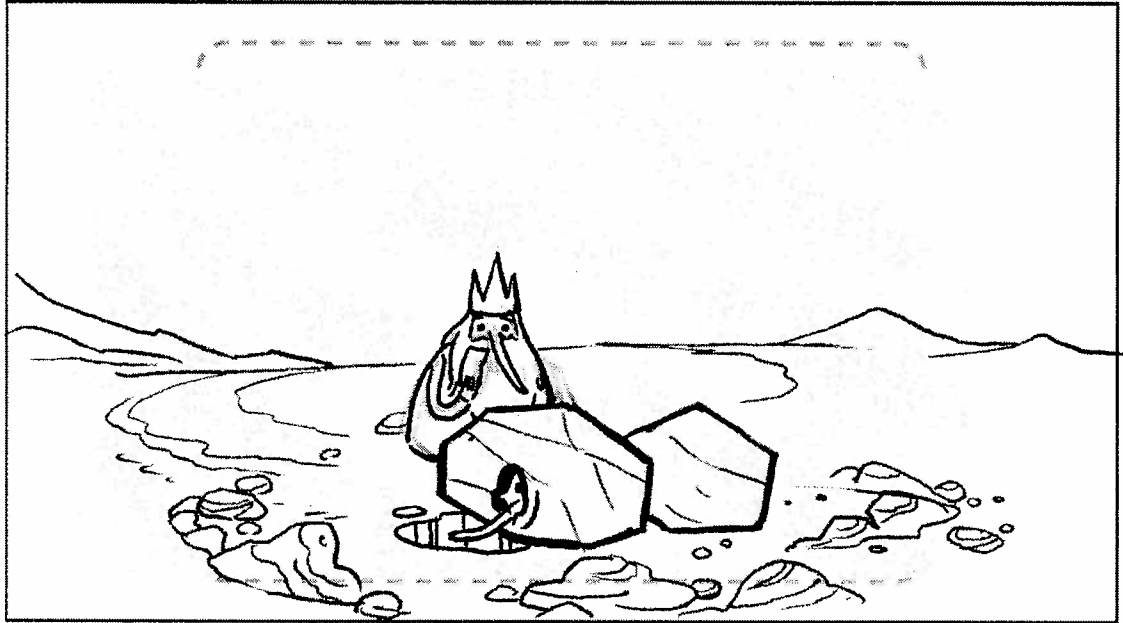
EPISODE # 100855

Production :

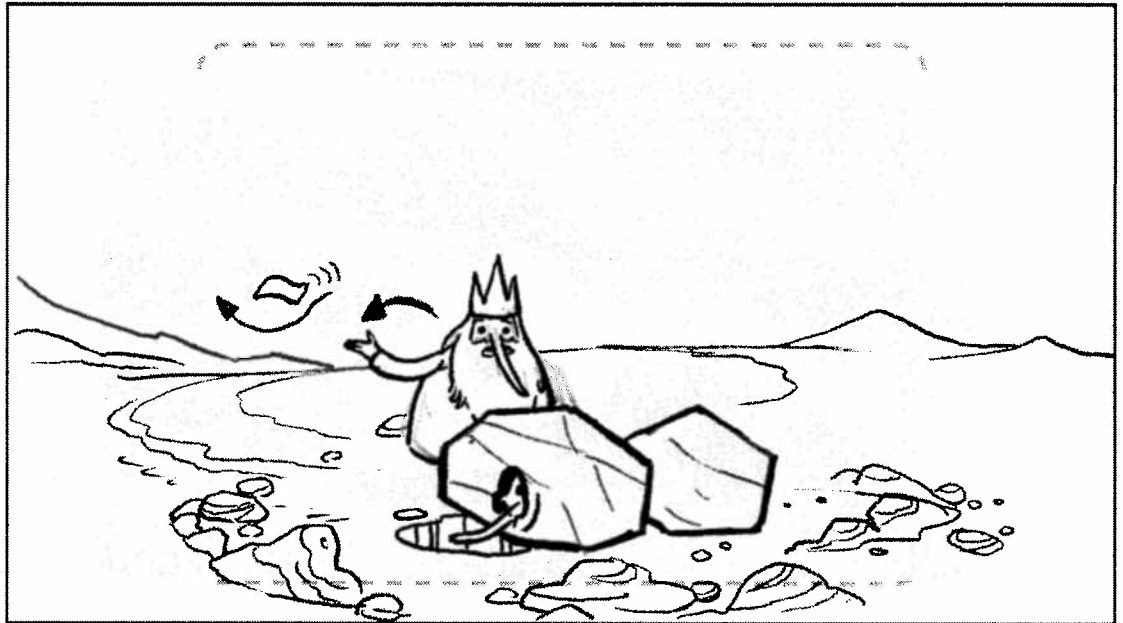
ADVENTURE TIME



Sc. 189 Pnl. A Bg. day night



Sc. 189 Pnl. B Bg. day night



Dialog:	IK: whew. GLAD ALL THAT'S OVER.	
Action:	(IK looking at receipt)	(IK throws receipt away)
Timing:		

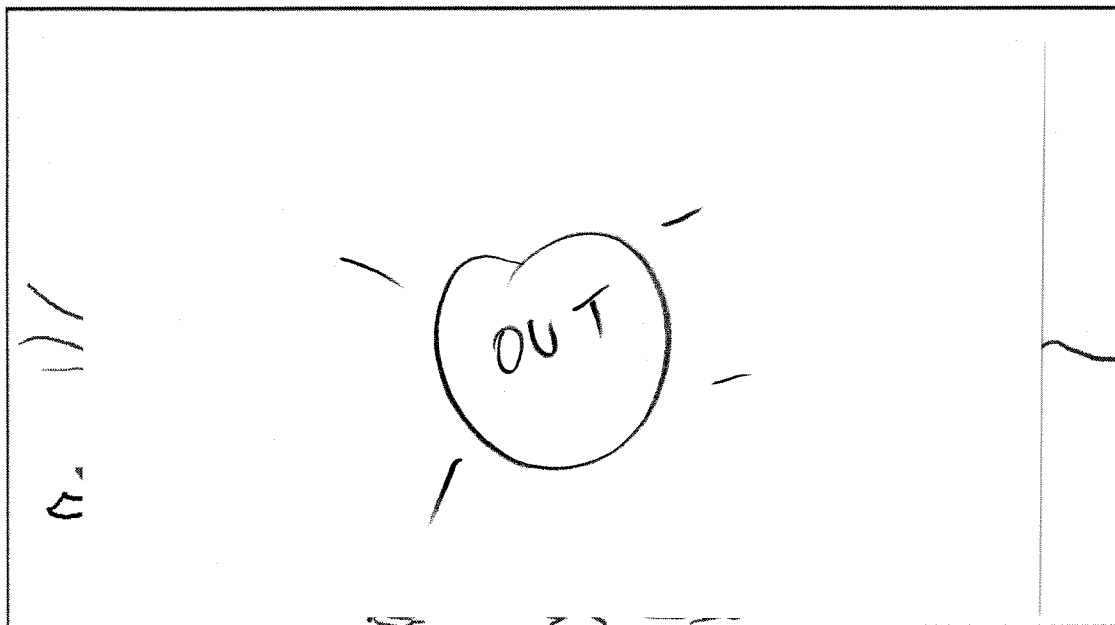
EPISODE # 100855
Production :

ADVENTURE TIME

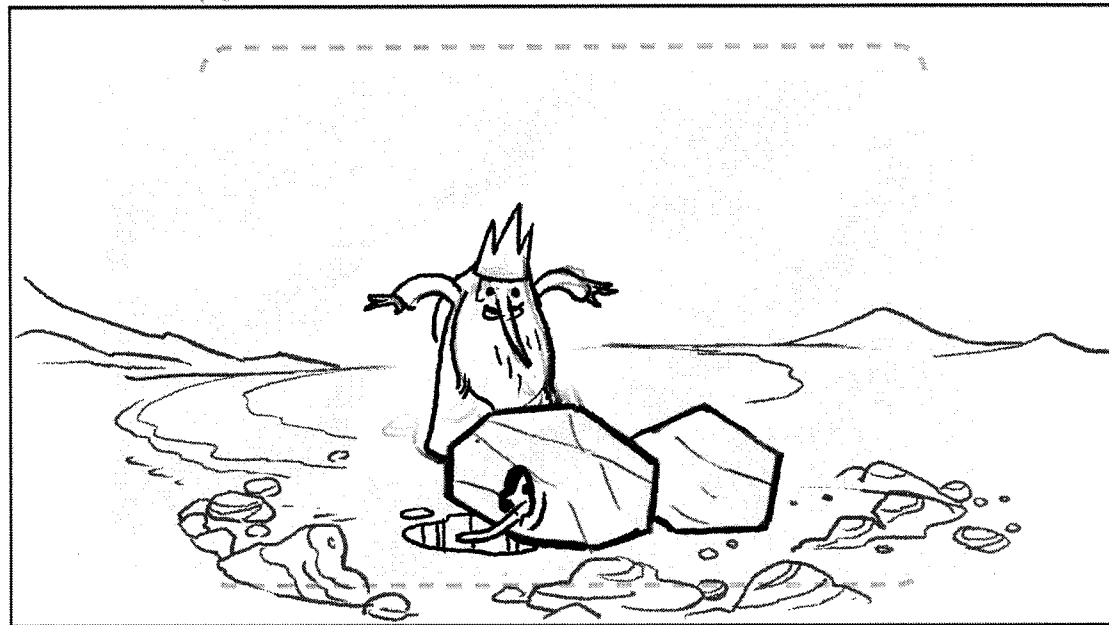


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Sc. 189 Pnl. C Bg. day night



Sc. 189 Pnl. D Bg. day night



Dialog:
Action:
Timing:

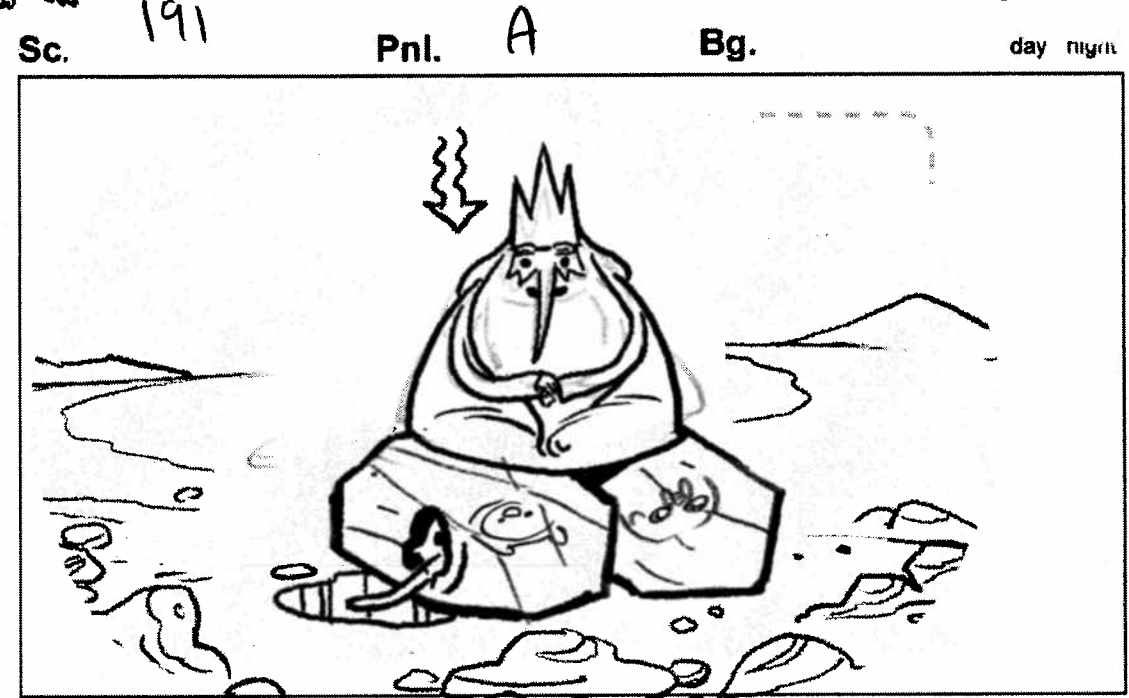
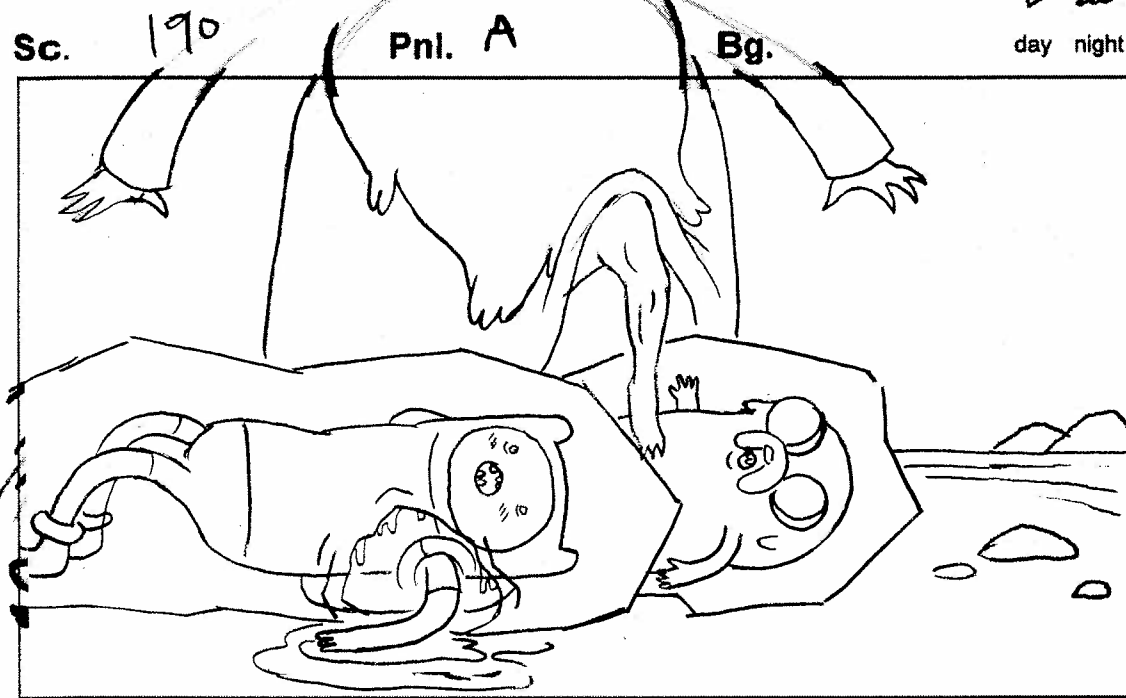
EPISODE # 100855

Production :

ADVENTURE TIME



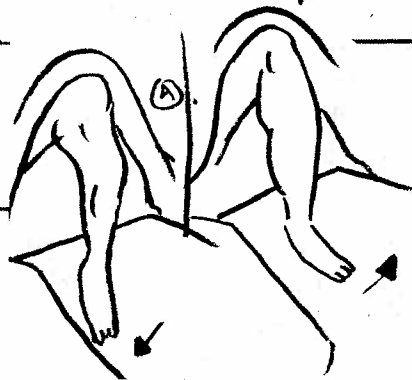
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Dialog:

IK: DON'T WORRY GUYS
ICE KING WILL THAW
YOU OUT OF THERE IN
NO TIME.

Action:



ICE KING
TESTS
COLDNESS
WITH HIS
FOOT.



IK: OOH! THAT ICE
IS COLD.

(IK squats on
F&J)

Timing:

100855

EPISODE #

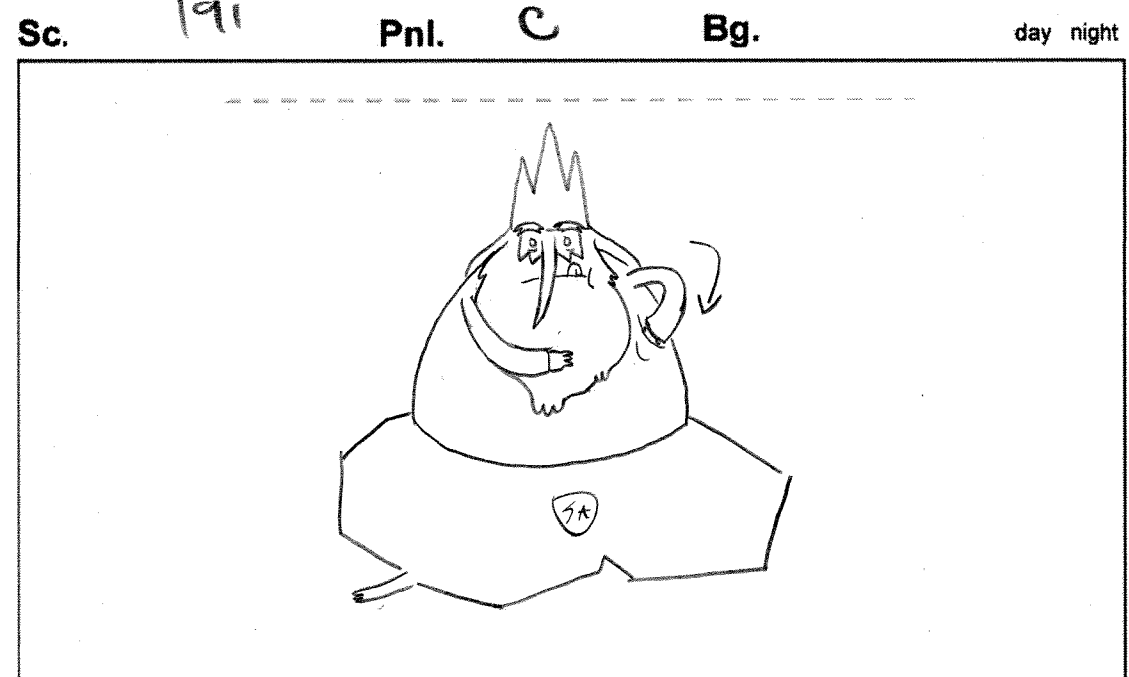
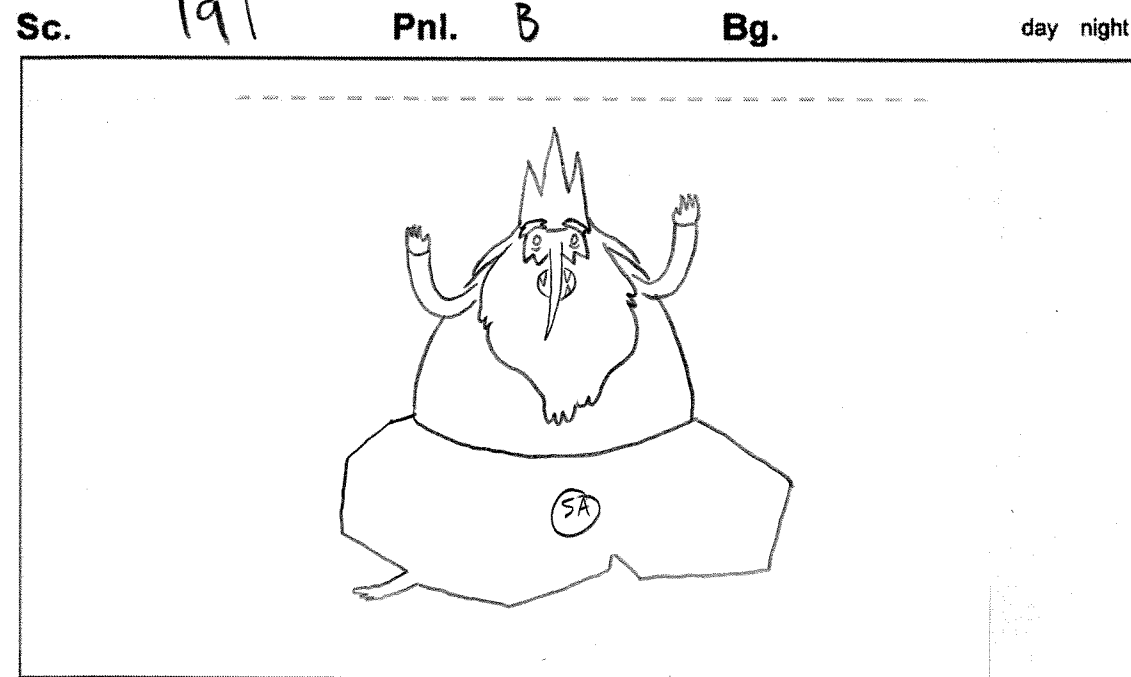
Production :

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ADVENTURE TIME



Page 207



Dialog:	IK: oh! almost forgot...
Action:	(IK looks in pocket)
Timing:	

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Production :

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ADVENTURE TIME



Page 208

Sc. 191 Pnl. D Bg. day night

day night

Sc. 191 Pnl. E Bg. day night

day night

Dialog:	IK: A little love honey will accelerate the process! heh...
Action:	
Timing:	

EPISODE # 100855

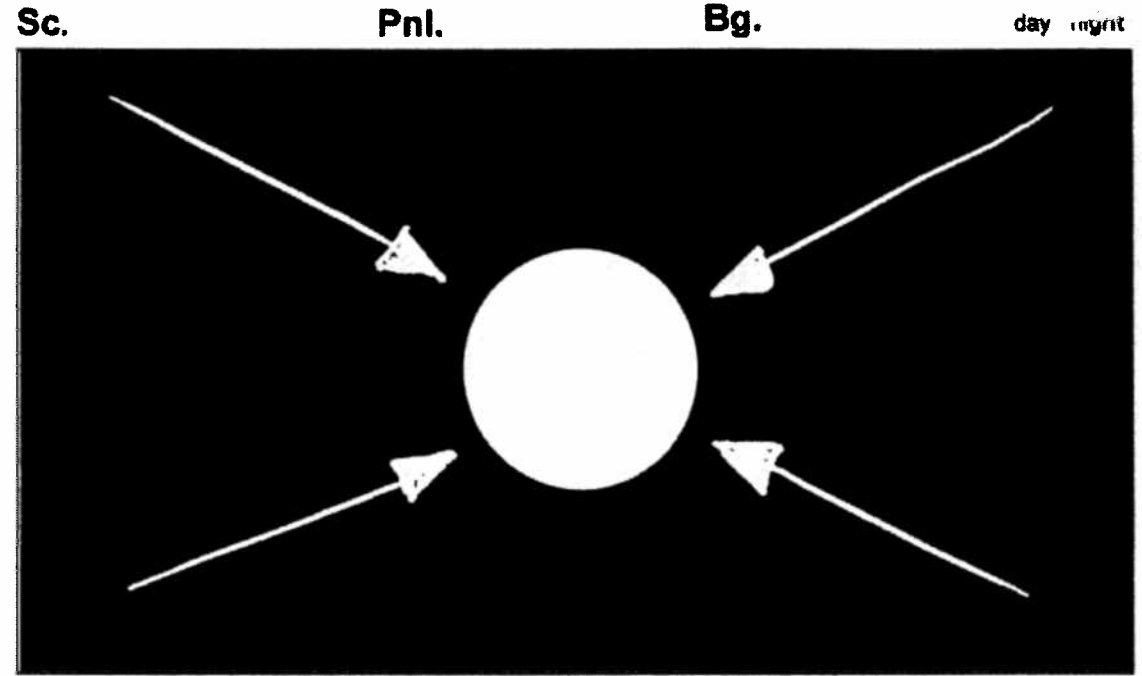
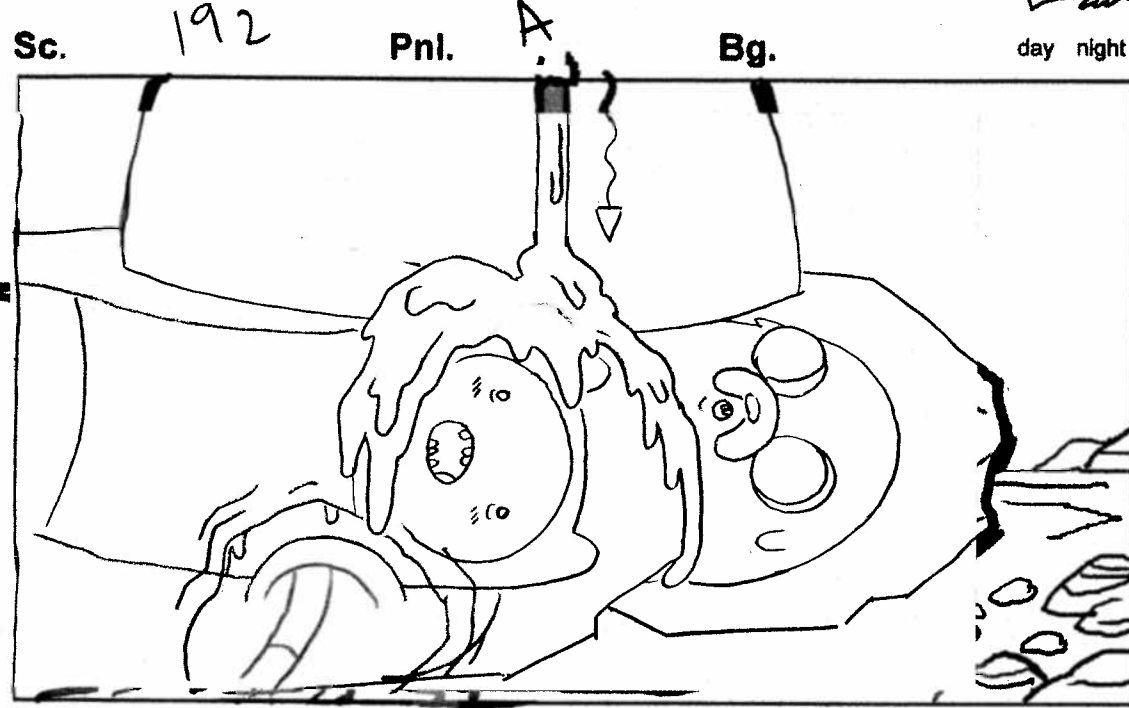
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ADVENTURE TIME



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Dialog:
Action: (Honey on Finn) (iris out)
Timing:

EPISODE # 100855
Production :